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DRAGON® CONTENTS

ON THE COVER

106 Michael Phillippi's tigerman is GR-R-R-R-REAT!

GAME ROOM

6 Wyrm's Turn
Matt gives us a glimpse into the joy of playing exotic races.

8 Scale Mail
Buzz about the upcoming Dark Sun issue, as well as praise for issue #315.

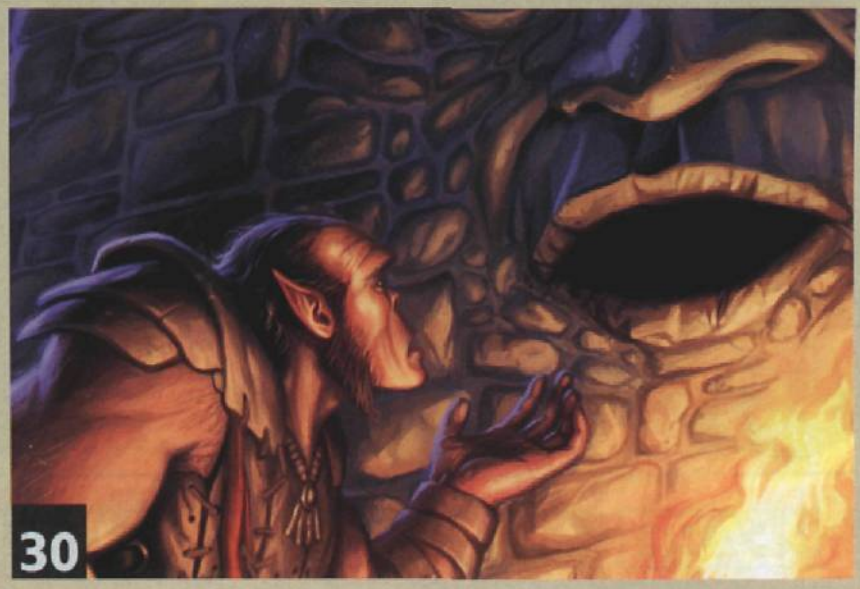
12 Up On a Soapbox
Clever orcs, an outsmarted mage, a rain of fireballs—need we say more?

FEATURES

16 Countdown to Eberron
An introduction to one of Eberron's new PC races, the lycanthrope-like shifter.

22 Xenophilia
Hug a tree, wreak fey-ish havoc, get rock-hard abs, and find out who that masked lizardman is with these four new PC races.

30 Urban Druids
You got your druid in my city. You got your city in my druid. Two conflicting ideas come together at last.



FEATURES CONTINUED

38 Truenames and Fetishes
Know thy name, know thy power.

44 Power Components
Never pay for spells or magic items again.

50 Body of Knowledge
Three prestige classes that really let you put your back (among other parts) into it.

58 Magic's High Note
Mystical musical machines make your bard a maestro of mayhem.

62 Beasts of the Sun
Six new nightmarish monsters from Central American myth.

68 Ranger Knight of Furyondy
Take up the reins with Furyondy's ranger knights.

70 Silicon Sorcery
D&D Heroes reverse engineered for your game.

76 Battleguard of Tempus
The consumate warrior-cleric of Faerûn's god of battle.

80 Faiths of Faerûn
A look at the faith of the Red Knight, Lady of Strategy.

84 Under Command
Making the most of summoners in skirmishes and D&D.

88 Expanded Psionics Preview #3
New psionic powers and ways to use them.

WIZARDS' WORKSHOP

92 The Play's the Thing
No warriors? No problem! How to have an effective party without fighters or rogues.

96 Dungeoncraft
Give your players something to do in those vast stretches of land between dungeons.

100 Sage Advice
The Sage gives solid answers about incorporeal creatures and tower shields.

104 Advertiser Index

COMICS

8, 12 Zogonia

13 Dork Tower

91 Nodwick

Shaolin Soccer . . . Maybe
The excellent movie, *Shaolin Soccer*, was supposed to release this month, albeit as a small release, likely only in art-house theatres. The core concept of this fun and funny kung-fu film is that a group of shaolin fighters apply their mystic martial arts to the game of soccer and enter a tournament. This simple concept gets a wildly imaginative treatment, and the comedic movie benefits greatly from action-film sensibilities. Of course, it had a U.S. release date last year. . . .

Miramax deemed the foreign film too slow and strange for the American audience, so the studio dubbed English over it, gave it a rock-and-roll soundtrack, and took a chainsaw to the continuity before releasing it to a test audience. They hated it. Mystified by the reaction to the dumbed-down film but still convinced that it would fail as a general release (all this despite the film's international appeal, it's blockbuster release in Hong Kong, several awards, and a strong following in the U.S.), the studio relented and planned to release it unedited and in the original Cantonese language with English subtitles . . . at some point . . . to some theaters.

Our spies peg the release date to be this month, but don't hold your breath; just go online and buy a copy of the original.

Hidalgo?
What can Viggo Mortensen do to top his role as Aragorn in the *Lord of the Rings* films? We have no idea, and apparently, neither does he.

Well . . . that was probably too unkind. We haven't seen the movie yet, and it might be quite good, but the lame title of the film doesn't win any friends on the *Dragon* staff. Of course, the last poorly titled horserace movie was also named after the mount, and *Seabiscuit* did quite well at the box office.

The Gnome-Mobile
Disney has made some great movies, both live-action films and cartoons, but the house of the Mouse has also belched out some stinkers. Do not be deceived! *The Gnome-Mobile*, a Disney movie releasing on DVD this month, is not a fantasy film—not in the sword-and-sorcery sense anyway. The fact that you haven't heard of this movie—and that *The Apple Dumpling Gang* released on DVD first—should be enough reason to stay away, but in case you need further discouragement: It's a live-action film that puts foot-and-a-half-tall human actors in normal-size scenes using state-of-the-art sixties technology.

WYRM'S **TURN**

FROM THE EDITOR
PLAYING DIFFERENT PCS

It's fun to play a cliché, and D&D has a lot of clichés. The gruff dwarf, the haughty elf, the stalwart fighter, the greedy rogue, the holier-than-thou paladin—the list goes on and on. There are even clichés for more exotic heroes: the mysterious drow, the adage-quoting monk, the rage-filled half-orc. These kinds of characters can make for great games. You know how to roleplay them, and others know how to interact with them. Your character's essence is recognizable, and the other players bring a clear understanding of the archetype that you can use as a contrast to your character's identity.

Yet roleplaying these characters, using the same standard abilities, and pulling up to the table to play yet another version of a character you or your friends have played a dozen times before can become tiresome. Sometimes, you need to play something unique, something with more pizzazz. You need to play something truly *exotic*.

In a new campaign run by Christopher Perkins (former editor of *Dungeon* and now a design manager for Wizards of the Coast) everyone is playing a wildly exotic character. As usual, Chris went overboard designing the world, and somewhere in the 100-page-or-so reference document he gave us, he presented several new races for the Underdark setting where we'd start our adventures. As a result, the party currently consists of a dragon-warped kobold with dire bat wings grafted to his back, an insane albino drow, a construct with the soul of a dwarf, a bugbear, and two cyclopean rock beings that can turn themselves into puddles of goo. I say "currently" because Mat Smith keeps getting his kobold taken out in the first round of combat, and pretty soon he'll fail all his stabilization checks and have to make a new PC.

We're all still exploring our characters' portrayals and personalities. Without the clichés to fall back on, we're learning about our PCs as we go. I play Crown, a member of a construct-like race that Chris created, and during the first session, I learned something important about my character: Crown doesn't breathe. This was handy when Crown got grabbed by a giant snake and pulled underwater. While fatal to most 1st-level PCs, for Crown the encounter was merely a nuisance. Taking that lesson to heart, I used it several sessions later during a massive battle at a fortress in the middle of a lake. Crown walked underwater to the main fort, intending to climb the side and attack the lead villain. The villain noticed Crown and actually winched the construct up, no doubt eager for a more formidable opponent (he'd just knocked out Mat's kobold—in the first round, of course). When Crown reached the top, my construct character took its readied action and grappled the foe. Then Crown fell backward—into the lake. A mere 14 rounds later, the villain was drowned and Crown was none the worse for wear. It was a ghastly way to beat the bad guy, but Crown is lawful neutral and a construct to boot.

I started play with the idea that Crown might be something like Data from Star Trek, but as play progresses it's becoming clear that my character is closer to Maximilian from *The Black Hole*. Yet, despite crazy characters and a world that's wildly different from the standard campaign, the game still feels like D&D. In fact, it feels like D&D at its best.

With this issue, we're presenting some of the more exotic articles we've received to give you cool tools to make your games and characters as unique as you like. I hope you find them as interesting as we did and that they help bring the best out of your games.

Matthew Sernett
Editor-in-Chief

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LET ME GET THIS STRAIGHT.. YOU'RE GONNA TIME ME PICKING THIS PADLOCK, AND IF I'M SLOWER THAN THIS CHUMP WAS, I'M OUT?
CORRECT! READY..... SET....

BY TONY MOSELEY

SCALE MAIL

READERS TALK BACK

ISSUE #315, DARK SUN, AND CIRCUSES

HAIL THE RISE OF DARK SUN

I received my copy of issue #315 and could not be more pleased with all the different campaign settings represented in one form or another. I've always had a soft spot for both RAVENLOFT and DARK SUN, and seeing the great color map of Castle Ravenloft, as well as the awesome picture of a defiler in action for DARK SUN, made me want to see more!

Since RAVENLOFT is already being continued with D20 supplements by another publisher, I would really like to see more of DARK SUN, which I believe still has a great following among gamers. I can't wait for any additional articles that would grace the pages of *DRAGON* and *DUNGEON* magazines.

One of the coolest things would be to see Wizards bring out a line of miniatures of half-giants, mul, thri-kreen, and so on. That would allow us to create the arena-type battles that are famous on the world of Athas! Okay, enough dreaming; time to get back to running my next DARK SUN session. . . .

Thanks for a great issue that took me down memory lane.

Kosta Kalogeropoulos
Tampa, FL

Thanks, Kosta. We're glad you liked the issue. A thri-kreen miniature appears in the Harbinger *set, and since the half-giant is detailed in the upcoming* Expanded Psionics Handbook, *a half-giant mini might also be on its way. Check out* DRAGON *for future sneak peeks of the miniatures sets yet to come.*

Matthew Sernett
Editor-in-Chief

YOU'RE NOT ALONE

This message is to let you know that *DRAGON* #315 is the best issue that I have seen! I really enjoyed reading about the campaign settings. I am a huge DARK SUN fan, and I liked the article about defilers. I'm really looking forward to seeing DARK SUN 3.5 in your May issue. Treating the nations of KARA-TUR like the Rokogan clans was a great idea. I much prefer KARA-TUR to Rokogan, and this gives me ideas for a great *Oriental Adventures* campaign. I also appreciated seeing the background of how all those campaign settings were created. It was very interesting to read. I have played or run games in most of those settings, and it's good to see that they aren't forgotten. Keep up the great work, and if you have to put some DARK SUN material into the magazine every once in a while, I know at least one DM (and a group of players) that would not mind at all!

Paul Zellem
Florence, SC

I share your love of the campaign settings of yesteryear, Paul. It was the reason I proposed the issue's theme to Jesse Decker when he when he was Editor-in-Chief. I've played in nearly all the settings presented in that issue, and I have products on my bookshelves from all but two. (Alas, Blackmoor and Taladas evade my grasp.)

I hope you're looking forward to the release of the EBERRON Campaign Setting *as much as I am. It seems pretty exotic and new, yet not so far from standard D&D that it will lose the majority of the D&D audience. I've seen a little more about the campaign than we're revealing to readers right now, and the more I see, the more interested I become. Then again, I'm a sucker for campaign settings.*

Matthew Sernett

CHRISTMAS IN MAY?

I am a long time reader and a more recent subscriber, but I have never written in or given any feedback prior to this. I wanted to say how much I enjoyed issue #315. As a long time player of DUNGEONS & DRAGONS, I have dabbled in just about all of the published worlds, and it was great to see the articles that were written for them.

I am especially excited about the

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NINJAS, PIRATES, AND DINOSAURS

The Ninja
by Jesse Decker
The ninja as a 20-level core class—you know you want to play one.

3.5 Update: Oriental Adventures
by James Wyatt
The author of *Oriental Adventures* updates the book for D&D 3.5! In addition to many revised rules, the article presents new feats and a new spell.

X Marks the Spot
by Frank Brunner
Check out this article for a treasure trove of magic items any buccaneer would envy and information about playing a pirate PC.

Cities of the Ages: Port Royal
by Shelly Baur
If you watched *Pirates of the Caribbean* and thought Tortuga was a mean town, wait until you get a glimpse of the real Port Royal, Wickedest City in the World.

New Dinosaurs
by James Jacobs
What's bigger than a bus and can swallow a Buick whole? Resident dinosaur expert James Jacobs offers the answer.

Children of Ka
by Ken Marable
The dinosaur god grants us the spells of his worshipers. Hollow World returns with great game rules anyone can use.

Countdown to Eberron: The Warforged
by Mat Smith
The warforged revealed! Pick up this issue to read about and play the new construct race from Eberron.

New Fiction: The Kalif's Coffin
by Thomas Harlan
The adventures of Harold and Theodora continue as they seek the Chalice of Life.

Plus, "Expanded Psionics Preview #4," "The Play's the Thing," "Dungeoncraft," "Under Command," "Silicon Sorcery: Warcraft III," "Sage Advice," and more!

prospects of the upcoming Dark Sun crossover between *Dragon* and *Dungeon*, and I await this with the anticipation of a child at Christmas. This has truly been a long time coming.

Hopefully, this trend will continue in the future, and other readers and potential subscribers will react with the same level of excitement that I have.

Matt MacGregor
Address withheld

Dragon will continue to give irregular coverage to the various campaign settings currently produced by Wizards of the Coast. They have large followings among D&D players, and we want to support play for those readers.

Due to the positive feedback we've received about issue #315, we'll also be considering articles that support the Wizards of the Coast settings that are no longer being produced. If you're interested in writing such an article for Dragon, keep in mind that we will only accept articles that consist largely of material that is easily portable to other campaigns and to home-brew worlds. Check out our writer's guidelines at ***www.paizo.com****, and email your query to* ***dragon@paizo.com****.*

Matthew Sernett

THE GHOST OF CHRISTMASES PAST

Thank you for issue #315! As a gamer who jumped into D&D with 2nd edition, I've missed the discontinued campaigns greatly. Seeing new content for them after so long was a real joy. I can't remember the last time I've anticipated an issue of *Dragon* so much. I was running to the mailbox for days before I finally received my copy. I greatly look forward to the future issues that will contain the Dark Sun setting and the *Oriental Adventures* article!

I strongly urge you to print more material for the old campaign settings! I know you're reluctant to flood the magazine with content meant for a specific world (and with good reason), and I think the answer to that lies in two words: *Dragon Annual*. If you resurrected the *Annual* issue, it would be the perfect place for an issue fully devoted to the old 2nd edition campaign worlds! All the more so since that was the original focus of the *Annual* back when *Dragon* was being published by TSR and Wizards of the Coast. Please consider this idea. I think it would be one that would be greatly enjoyed by fans of *Dragon* magazine everywhere.

Shane O'Connor
Lexington, KY

Thanks for the compliments, Shane. We enjoyed putting that issue together.

The Dragon Annual *was a great idea for subscribers and newsstand buyers, but it was a terrible burden for the magazine staff. The* Annual*'s production happened near the holidays at the end of the year, when absences due to illness and well-deserved vacations always occurred. This made the already difficult process of getting an issue published during that period a nightmare by giving us two issues to do at once. I survived through one such nightmare during my first year with the magazine, and I'm not going to lead the staff down that path of peril and madness. [shudder]*

On the other hand, Paizo is currently investigating the possibility of putting together compilation products, and I know that campaign setting material has been an option on the table. If you're interested in seeing products like that, send an email to ***scalemail@paizo.com****, and we'll consider your input.*

Matthew Sernett

GREYHAWK VS. FORGOTTEN REALMS

Issue #315 was a great issue with very cool features. They captured the essence of the old material without requiring intimate knowledge of the settings in question, and they gave you a craving for more. The great thing about these articles is how modular the options they presented were. I'll definitely be dropping the sha'ir, the defiler, and red steel into Greyhawk.

The only part that bothered me was the articles on settings that are already seeing heavy support. There's a Forgotten Realms article every month, and Dragonlance and Ravenloft have active product lines. I would've liked to have seen the full Greyhawk regional feats article or a Spelljammer article in their place. I'd love to see issues like this more regularly, and I'm definitely looking forward to the upcoming Dark Sun crossover issues.

M. K. Argent
Address withheld

The purpose of issue #315 was to pres-

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ent an homage to all the campaign settings that Wizards of the Coast and TSR produced, not merely to give support for settings no longer in production. It shouldn't surprise anyone that there were so many that we couldn't get articles for all of them or fit them all in the magazine. We lined up authors for SPELLJAMMER *and* COUNCIL OF WYRMS*, but the articles simply didn't materialize in time for inclusion in the issue. The rest of the* GREYHAWK *feats will appear in issue #319, though.*

Matthew Sernett

BRING IN THE CLOWNS

I loved "Campaign Components: Swashbucklers" from issue #301. The artwork and variations on character concepts were awesome! Looking back on that issue and watching *Pirates of the Caribbean* a few hundred times since purchasing it has made my D&D blood boil for an adventure on the high seas. Why haven't you done a few more articles similar to that one? I know you did one on gladiators and one on knights, but they both paled in comparison to the thoroughness of the swashbucklers article. Could you bring back more articles like this in future issues? I would love to see a "Campaign Components: Traveling Circus."

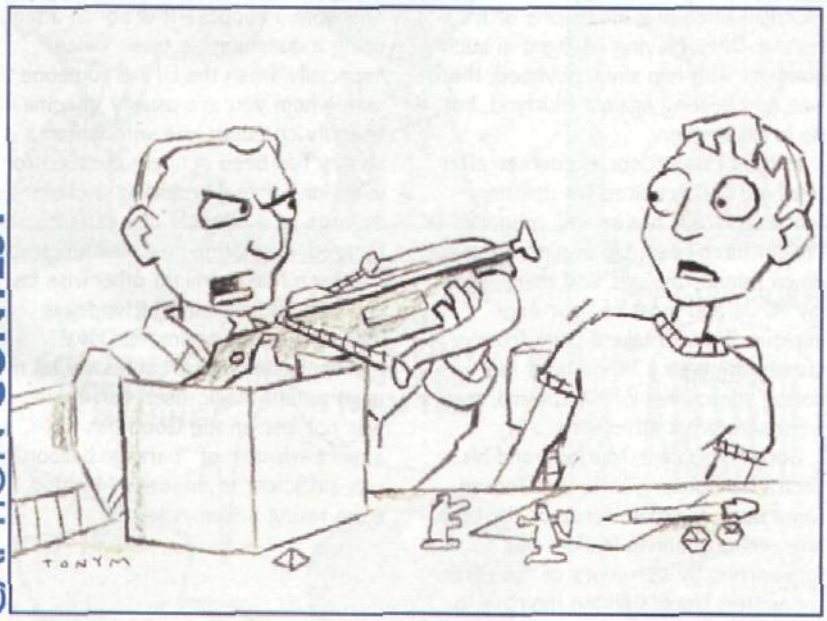
Jason Webb
Fontana, CA

I hope you liked "Campaign Components: Spies" in the last issue. "Campaign Components" is an irregular feature in the magazine, much like "Arcane Lore" (an article of spells) or "Bazaar of the Bizarre" (an article of magic items).

I'm not sure how much potential the concept of a traveling circus has for inclusion in most D&D games. The "Campaign Components" articles are designed so that you can base an entire campaign around the idea or simply cherry pick ideas for an ongoing game. I'm trying to imagine how the circus concept would work like that, and all my ideas alternate from the ridiculously humorous to the indescribably horrific.

Matthew Sernett

CAPTION CONTEST



What's so funny? Why, you are! So send your caption for this cartoon to **Caption/DRAGON, 3245 146th PL SE Suite 110, Bellevue, WA 98007** by April 15th, and be sure to write "issue #317" somewhere on your entry. Your caption will undergo rigorous testing by the editors, and if it passes, it just might be printed in an upcoming issue. There's no need to cut up your magazine. If you want to include the drawing, send in a photocopy.

DUNGEON provides the very best in official DUNGEONS & DRAGONS adventures every single month! This issue's offerings include:

Secrets of the Soul Pillars

By Jesse Decker

The Shackled City Adventure Path plotline marches on. At last, the action returns to the city of Cauldron, where the wicked Cagewrights hatch a deadly plan that could lead to the city's destruction!

A DUNGEONS & DRAGONS adventure for 12th-level characters.

BONUS: Take a glimpse at the campaign's movers and shakers in our special "Faces of Cauldron" art feature.

The Devil Box

By Richard Pett

Friendly kobolds, a bizarre freakshow, and tiny devils conspire to bring havoc to the lives of your player characters. Can you rescue the Reptile Boy from bondage before a diabolical plot brings trouble to the citizens of a friendly village?

A *Dungeons & Dragons* adventure for 2nd-level characters.

POLYHEDRON #168

DUNGEON's Polyhedron section presents the latest d20 System and RPGA Network news, including a massive 25-page gazetteer of GREYHAWK's city of Hardby and a look at FEAR, the Fascist Extreme Armed Revolution, a group of colorful terrorists for your d20 Modern campaign.

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ZOGONIA

START PACKING! I HAVE LOCATED AN ADVENTURE FOR THE PARTY!
HOT DAMN!
HOW MUCH MONEY WILL WE MAKE?
WHAT KIND OF MONSTER WILL WE BATTLE?
TONYM©2004
I CAN ANSWER BOTH QUESTIONS WITH ONE WORD.....
DRAGON!
OH....
..CRAP.
DO NOT BRING ANYTHING THAT CAN MELT OR CATCH ON FIRE.

BY TONY MOSELEY

UP ON A **SOAPBOX**

BARRAGE BALLOON?
THE END OF MURLYND'S MAYHEM

by Gary Gygax

As a clever player, Don Kaye soon had his character, Murlynd, tricked out quite well for a low-level adventurer. By dint of various sorts of adventuring, said magic-user had acquired a *wand of fireballs* and then a cherished pair of *boots of levitation.* With such accoutrements, Don thought to gain yet more magical objects for his PC, so that Murlynd could ride roughshod over the adversaries encountered and become lord of all he surveyed. Of course, the motivation for that was not mere power-gaming. Don and I being boyhood friends, it was more a matter of honor, as with all our previous contests that took place prior to the advent of the D&D game. Don was bent on besting my efforts to have the most potent mage in play. He was playing against both me as Mordenkainen and me as one of the regular DMs. Having engaged in such contests with him since boyhood, there was no cheating against Murlynd, but no breaks either.

In the first outdoor encounter after Murlynd had acquired his uplifting footwear, I was not as well prepared as I might have been. Up soared the mage, down rained *fireballs,* and there went my NPCs and most of their orc minions. Time to take a page from history, thought I. When next the daring spellcaster lofted upward, things went somewhat differently. . . .

Soon thereafter, Murlynd and his comrades Robilar, Terik, and Tenser, came upon the main force of the orcs, now without human leaders but forewarned by survivors of the earlier encounter. Upon sighting their camp, the "rain of fire" tactic was brought into play once again.

As Murlynd floated majestically aloft, but before he could get to a high altitude, orc cries of "Barrage balloon!" resounded, and flights of bolts and arrows sped skyward. His companions could not resist laughing at the orcs' reaction to the menace of the levitating attacker. Even as a *fireball* struck them, the humanoids were countering effectively. Murlynd was an easy target, and several shafts struck home. Down he came as quickly as possible, arrows and quarrels streaking every which way around him.

In due course, the PCs managed to defeat the many orcs, but it was a hard fight, and not a turkey shoot using *fireballs* from a height out of range of any counterattack. Don actually attempted to have Murlynd levitate above the orcs a second time, with more warning shouts of "Barrage balloon going up," and Murlynd returning to terra firma more quickly than before, a single arrow hit sufficient to discourage him.

If there is a true moral to this little anecdote, I suppose it is not to attempt using a questionable tactic twice, especially when the DM is someone with whom you are usually in some friendly contests; one with whom a rivalry has been actively pursued for a long, long time. Presenting a challenge as large as a dirigible just can't be ignored, no matter how disinterested a Dungeon Master might otherwise be. It is worth adding that Murlynd was holding his own against his rival Mordenkainen in the contest to be the most potent magic-user, for the lesson was not lost on the Good Mr. Kaye, and a mere whisper of "barrage balloon" was sufficient to dissuade Murlynd from taking undue risks.

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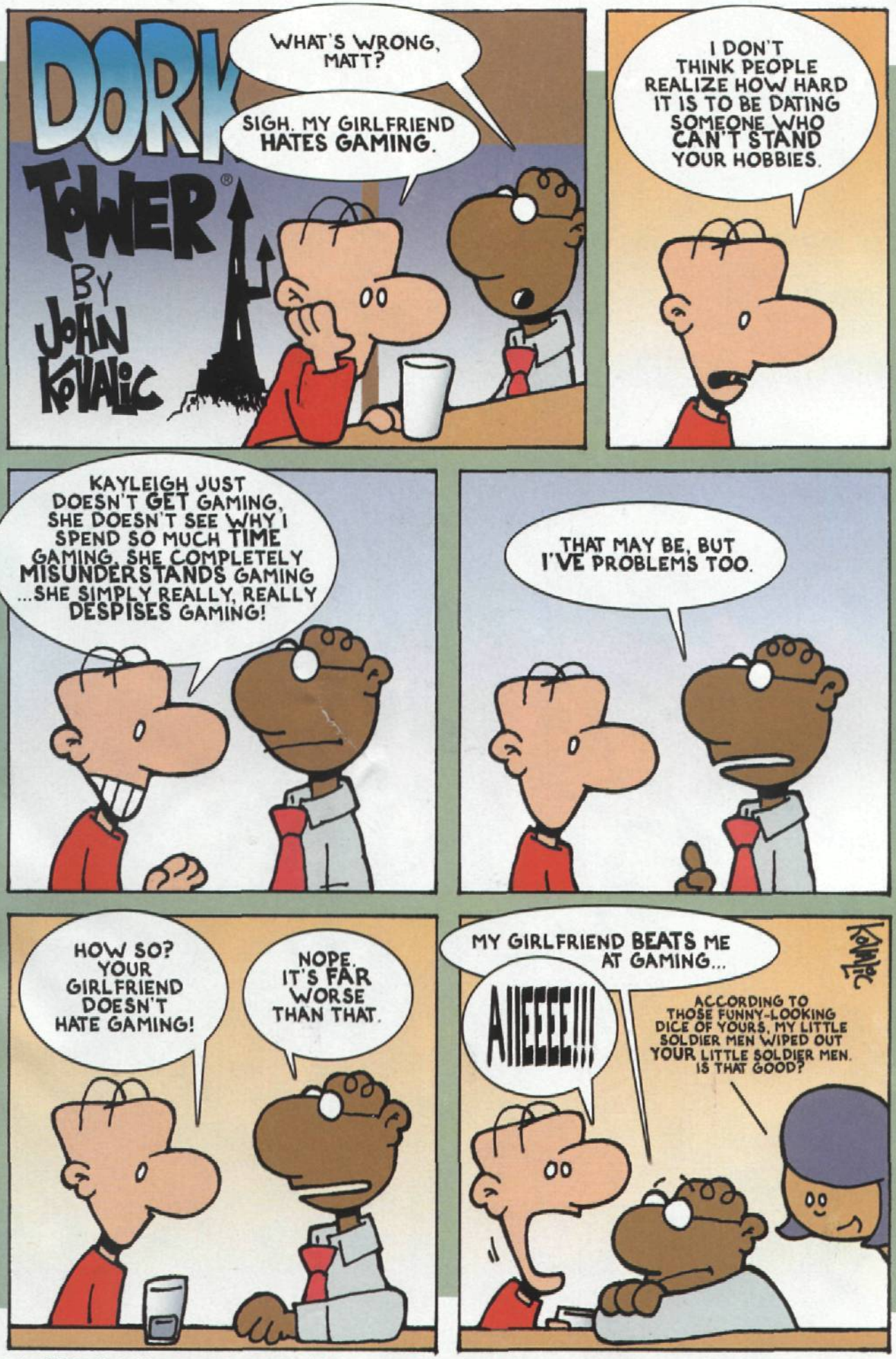
DORK TOWER®
By JOHN KOVALIC
WHAT'S WRONG, MATT?
SIGH. MY GIRLFRIEND HATES GAMING.
I DON'T THINK PEOPLE REALIZE HOW HARD IT IS TO BE DATING SOMEONE WHO CAN'T STAND YOUR HOBBIES.
KAYLEIGH JUST DOESN'T GET GAMING. SHE DOESN'T SEE WHY I SPEND SO MUCH TIME GAMING. SHE COMPLETELY MISUNDERSTANDS GAMING ...SHE SIMPLY REALLY, REALLY DESPISES GAMING!
THAT MAY BE, BUT I'VE PROBLEMS TOO.
HOW SO? YOUR GIRLFRIEND DOESN'T HATE GAMING!
NOPE. IT'S FAR WORSE THAN THAT.
MY GIRLFRIEND BEATS ME AT GAMING...
AIIEEEE!!!
ACCORDING TO THOSE FUNNY-LOOKING DICE OF YOURS, MY LITTLE SOLDIER MEN WIPED OUT YOUR LITTLE SOLDIER MEN. IS THAT GOOD?
KOVALIC

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Ashbound elf

Talenta halfling

Talenta halfling

Countdown to EBERRON

Races of the New World

by Mat Smith · illustrated by Dana Knutson, Steve Prescott, and Mark Tedin

Myriad races populate the expansive world of EBERRON. Many are familiar, while others are unique to the setting. Regardless, each race has its own look, its own feel, and its own place in the world. Most importantly, each race has its share of heroes ready for the pulp-noir action, adventure, and intrigue that await them in every corner of the cinematically exciting *EBERRON Campaign Setting*.

FAMILIAR BUT DIFFERENT

If you explore any fantasy realm in any D&D game, you can expect to encounter elves, dwarves, gnomes, half-elves, halflings, and half-orcs, along with an assortment of humans. In that respect, the *EBERRON Campaign Setting* is no different from any other. As you travel across the various continents of EBERRON, you'll eventually encounter each of those standard races. Yet in the *EBERRON Campaign Setting*, all of these familiar character races have their own flavor and style—their own place in the world. It's how and where each of those familiar character races fits into the magic-filled world of EBERRON that gives them, and the world around them, a "feel" that's distinct to the setting.

One of the truly unique things about the standard character races in the *EBERRON Campaign Setting* are the dragonmarks they carry. Unique, arcane sigils that manifest on certain members of a particular dynastic family, dragonmarks grant magical abilities that provide both power and influence.

Humans

Like in many D&D worlds, humans are the most common character race in EBERRON. They are also the race that has most recently (in a historical sense) come to civilization. The first human settlers sailed from their continent of Sarlona, arriving in the region of Khorvaire now known as the Lhazaar Principalities. Humans slowly spread across the entire continent of Khorvaire, encroaching upon both elven empires and goblin kingdoms alike.

human sailor elven sailor

Khazaar human

Dwarves

Expanding upon their traditional roles as miners and smiths, the dwarves of EBERRON have used their control of precious metals and skills at the forge to become the most influential bankers and merchants in Khorvaire. A loose-knit confederation of dwarven clans living in the mountainous region of eastern Khorvaire form the backbone of the dwarven homeland known as the Mror Holds.

Elves

Whether from the rainforest island-continent of Aerenal, or from the human-influenced nation of Valenar, the elves of EBERRON have distinct cultures. The Aerenal are a traditional people closely tied to their ancestral heritage, so much so that their ancestors continue to live among them as an undead link to ancient times. The horse-riding nomads of Valenar are a savage but sophisticated race of elves who have special ties to their mounts. Many other elves have chosen to emigrate to the assorted nations across the continent, taking up residence and integrating with the human-dominated civilizations.

Gnomes

Meticulous and curious, the gnomes of EBERRON are possessed by a dire thirst for knowledge. As prolific, passionate gatherers of information, gnomes are extremely well suited to occupations as librarians and accountants, and take up more adventurous roles as bards and artificers. The gnome homeland of Zil'argo is known for its great libraries, schools of learning, and grand shipyards in which they construct vessels powered by magically bound elementals.

Half-Elves

Half-elves in the *EBERRON Campaign Setting* are a distinct race descended from both human and elven ancestors. While some exhibit the boldness of elves, others are able to comfortably blend in with human society. The society of the Aerenal and its fascination with death draws some half-elves to become accomplished necromancers, while others go to Valenar, choosing to help establish and expand the new elven nation.

Half-Orcs

The humans and orcs of Khorvaire have never lived in close proximity to one another, which makes half-orcs somewhat rare in EBERRON. However, in regions such as the Shadow Marches and the western parts of the Eldeen Reaches and Droaam, half-orcs are more common. Despite their size and strength, half-orcs often look almost human and are just as civilized as the humans of any given region. While half-orcs don't have a homeland of their own, they can be found in both orc and human communities, even thriving within the larger towns and cities of Khorvaire.

DEVELOPING THE SHIFTER

"After the designers finish their work on a book, a three-person development team spends time reviewing the new game elements, comparing the book's goals with the actual design, and addressing any issues that come up in this process.

"During the development process of EBERRON, our goal for the shifter was to make sure that players were excited about using and improving their shifting ability. There were great ideas built into the race already, so we just wanted to emphasize what was already there. The first thing we did was to make shifting a free action, encouraging its use in combat. From there, the mechanics of the shifting ability began to look a lot like the mechanics for the barbarian's rage ability. To differentiate between the two, and to allow the shifting ability to improve as the character increased in level, we came up with the idea that every shifting feat would also extend the duration of the character's shifting ability as well as improve the shifting power in some other way. This encourages players who build their characters around the shifting ability to focus more and more resources on it as they go up in level and makes a shifter rogue or fighter different from a human rogue or fighter in a really interesting way. You can see how this mechanic works in the example feats provided in the article."

—**Jesse Decker**

Halflings

The expansive Talenta Plains are the homeland of EBERRON's cultured, nomadic race of halflings. Possessed of sharp wits and glib tongues, the halflings of EBERRON have also taken up residence in virtually every city of Khorvaire. Whether riding domesticated dinosaurs across the vast plains or making a place in the most cosmopolitan cities of the continent, these diminutive people are well established as merchants, politicians, barristers, healers, and criminals.

SHIFTER FEATS

Because shifters aren't specifically tied to any single animal type, each individual may manifest bestial characteristics of any of a variety of predatory creatures. The choice of lycanthrope characteristics (Armored, Biter, Climber, Render, Runner, or Tracker) provides a player the flexibility to create any sort of animal-themed shifter desired. For example, a shifter descended from a lycanthropic cheetah might display the Runner characteristic, while a shifter with a grizzly bear heritage could exhibit the Biter or Tracker characteristic. A wide array of shifter feats offers additional options to further explore the feral nature of the shifter. By reinforcing a particular aesthetic or extending the general beast-like qualities inherent in the race, each shifter you encounter can be a completely different animal.

SHIFTER DEFENSE [SHIFTER]

By delving into your shifter heritage, you develop the ability to ignore a little damage from nearly every attack.

Prerequisites: Shifter, two other shifter feats.

Benefit: When shifted, you have damage reduction 2/silver

HEALING FACTOR [SHIFTER]

When shifting ends, you heal a limited amount of damage.

Prerequisites: Shifter, Constitution 13.

Benefit: When a period of shifting ends, you immediately heal a number of hit points equal to your character level. The healing factor doesn't kick in if you die (-10 hit points) prior to the end of the shifting.

EXTRA LYCANTHROPE CHARACTERISTIC [SHIFTER]

When shifting, you can manifest one additional lycanthrope ability.

Prerequisites: Shifter, two other shifter feats.

Benefit: Select a second lycanthrope characteristic from the list in the shifter race description. You manifest all of the benefits of the second characteristic except for the temporary bonus to your ability score.

GREAT REND [SHIFTER]

You know how to hit where it hurts with your claws.

Prerequisites: Shifter, the Render characteristic, +4 base attack bonus.

Benefit: If you hit with both of your claw attacks in a round, you deal additional points of damage equal to 1d4 + 1/2 of your Strength modifier, rounded down.

NEW RACES

In addition to the seven standard races from the *Player's Handbook*, EBERRON is also home to a handful of character races unique to the setting. These new races exhibit powers and abilities that are right at home in the *EBERRON Campaign Setting*, but they could also easily fit into any other D&D game.

Changelings

A race evolved from the mixing of humans and doppelgangers, changelings possess a limited ability to alter their appearances at will. This subtle shapeshifting ability allows changelings to easily create highly effective disguises, making them ideal spies and criminals. While not every changeling lives a clandestine life, most seek to avoid direct confrontations, preferring stealthy attacks and swift retreats. Their ability to adopt nearly any guise, coupled with a natural aptitude for learning languages and an inherent talent for interpersonal skills (such as Bluff, Intimidate, and Sense Motive), allow changelings to blend easily into virtually any society. Changelings have no homeland to call their own, and most commonly live among humans and the other races in the larger cities of Khorvaire.

The Kalashtar

An elegant and beautiful race, the kalashtar are created through the merging of humans and psychically projected entities from the alien plane of Dal Quor. Possessing keen intellects and a desire to perfect their minds and spirits, the kalashtar often seek to develop their natural psionic abilities. While the kalashtar population is relatively small, even in their homeland of Adar, they can still be found in the largest human cities. Natural-born diplomats, the kalashtar are able to get along well with members of all races across EBERRON, particularly the humans which they so closely resemble.

Shifters

Descended from individuals born from unions between humans and lycanthropes, the third character race unique to the *EBERRON Campaign Setting* is able to manifest bestial characteristics for short periods of time. Details of the shifters are below.

Shifter Racial Description

Shifters, sometimes called "the weretouched," are descended from humans and natural lycanthropes. Shifters cannot fully change shape, but can take on animalistic features—a state they call shifting. Although descended from humans and the lycanthropes that are now nearly extinct on Khorvaire, shifters are a unique species that breeds true. They have a distinct culture with its own traditions and identity.

Khazaar Dwarf

Talenta halfling Dinoriders

Personality: Shifters' personalities tend to be influenced by their animal natures. Many are boorish and crude, while others are quiet, shifty, and solitary. Just as most lycanthropes are carnivores, shifters have a predatory personality and think of most activities in terms of hunting and prey. They view life as a challenge to survive, striving to be self-reliant, adaptable, and resourceful.

Physical Description: Shifters are basically humanoid in shape, but their bodies are exceptionally lithe. They often move in a crouched posture, springing and leaping as their companions walk. Their faces have a bestial cast, with wide, flat noses, large eyes and heavy eyebrows, pointed ears, and long sideburns (in both sexes). Their forearms and lower legs grow long hair, and the hair of their heads is thick and generally worn long.

Relations: Many races feel uncomfortable around shifters, the way they feel around any large predator. Of course, some individuals grow to love individual shifters despite the natural aversion, and halflings in general get along well with them. For their part, shifters are used to distrust and generally don't expect better treatment from members of the other races, although some shifters will try to earn respect and companionship through acts and deeds.

Alignment: Shifters are usually neutral, viewing the struggle to survive as more important than moral or ethical concerns about how survival is maintained.

Shifter Lands: Shifters have no lands of their own. Being descended from human stock, they generally live in human lands. Unlike changelings, however, shifters often live in rural areas away from the crowded spaces of the cities. They are most commonly encountered in the Eldeen Reaches and other remote areas that can be found in all of the nations. Many shifters earn their way as trappers, hunters, fishers, trackers, guides, and military scouts.

Dragonmarks: The fact that none of the dragonmarked houses includes shifters cements their place outside the mainstream of society.

Religion: Most shifters are inclined toward the druidic religion of the Eldeen Reaches, believing in the divinity of the earth itself, the elements, and the creatures of the earth. Many shifters who do revere the Sovereign Host are drawn toward Balinor and Boldrei, while others follow the Traveler.

Language: Shifters speak Common and are not often inclined to learn other languages.

Names: Shifters use the same names as humans, often names that sound rustic to city-dwellers.

Adventurers: Moving from the rugged, self-reliant life of a trapper or hunter to an adventuring life is not a big step. Many shifters find themselves embarking on adventuring careers after something happens to disrupt their everyday routines—a monstrous incursion into their villages or forests, for example, or a guide job gone sour.

Shifter Racial Traits

- +2 Dexterity, -2 Intelligence, -2 Charisma. Shifters are lithe and agile, but their fundamental bestial nature detracts from both their reasoning and their social interactions.
- Medium: As Medium creatures, shifters have no special bonuses or penalties due to their size.
- Shifter base speed is 30 feet.
- Shifting: A shifter can tap into his lycanthropic heritage to gain short bursts of physical power. Once per day, a shifter can enter a state that is superficially similar to barbarian rage. He gains one lycanthrope characteristic at 1st level that sets him apart and manifests when he is shifting and provides a +2 bonus to one of his physical ability scores (Strength, Dexterity, or Constitution). The ability score boost is based on which lycanthrope characteristic is selected.

Shifting is a free action and lasts for a number of rounds equal to 3 + the shifter's Constitution modifier. A shifter can take feats to improve this ability. These feats are identified as shifter feats in Chapter 3: Heroic Characteristics.

Every shifter feat a character takes increases the duration of shifting by 1 round. Every two shifter feats a character takes increases the number of times per day he can tap into the ability by 1. So, a shifter character with two shifter feats can shift two times per day (instead of the usual one) and the shifting lasts for a number of rounds equal to 5 (instead of 3) + the shifter's Constitution modifier.

Shifting, although related to and developed from lycanthropy, is neither an affliction nor a curse. It is not passed on by bite or claw attacks, and a shifter can't be cured—shifting is a

Mror Dwarf

Zil' argo gnome

gnome merchant

CREATING THE RACES OF EBERRON

"Magic is a powerful force in the world of EBERRON. It has been incorporated into civilization, but it is also a part of the natural world. From the beginning, the goal was to add races that reflected the influence of magic on evolution.

"I've always been intrigued by the idea of doppelganger civilizations. Doppelgangers are intelligent humanoids, but people rarely stop to consider what their culture might be like. However, some of the abilities of the doppelganger—most notably, *detect thoughts* at will—can really spoil a game when placed in the hands of a player character. Changelings were designed to keep the mystique of the doppelganger while toning down the powers that can really ruin a story. Full-blooded doppelgangers are still out there, but changelings are more common and more likely to embrace the life of the adventurer.

"The kalashtar are an offshoot of another race from the original proposal: the inspired, humans possessed by outsider spirits. The inspired exist on two planes simultaneously, and their mirrored spirits provide them with psionic abilities and the power to survive the death of the host body. This virtual immortality is wonderful for a villain, but like the doppelganger's telepathy, it is problematic for a PC. When the kalashtar turned against the more malevolent spirits, they had to sever their ties with their home plane and permanently bond with their human hosts. This created a new race, with some of the psionic aptitude of the inspired, but without the near-immortality of the psychic tyrants. The kalashtar in the present day are the descendants of the original rebels, and they are few in number. They are still hunted by the Inspired, and a kalashtar PC must decide whether she will take up this ancient battle or find her own path in life.

"The shifters appeared when the proposal was expanded from 10 to 100 pages, as another way of exploring the impact of magic on the world. While they were not part of the original one-page proposal, shifters are one of my favorite things about EBERRON. Shifters are versatile, and between natural abilities and shifter feats, there are many ways to fine-tune your shifter character to fit your particular character concept. A shifter monk can develop feline speed and tiger's claws, while a barbarian might focus on ursine strength or boar-like tenacity. This also provides a clear roleplaying hook for your character: How is his bestial nature reflected in his personality?

"Each of these three races brings something new to the world and adds a new dimension to stories and adventures. Hopefully you'll enjoy using and interacting with them."

—Keith Baker

natural ability for the race. Shifting abilities are considered to be supernatural.

Shifters select their unique lycanthrope characteristic from the following list: Armored, Biter, Climber, Render, Runner, or Tracker, as described below.

Armored (Su): While shifted, the shifter temporarily gains a +2 bonus to Constitution and manifests a natural armor bonus equal to +2.

Biter (Su): While shifted, the shifter temporarily gains a +2 bonus to Strength and manifests fangs that can be used as a natural weapon, dealing 1d6 points of damage (plus an additional +1 for every four character levels he has) with a successful bite attack. He cannot attack more than once each round with his bite, even if his base attack bonus is high enough to give him multiple attacks. He can attack with his bite as a secondary attack (at -5 from his base attack bonus) while using a weapon, and suffers no penalty on other attacks that round.

Climber (Su): While shifted, the shifter temporarily gains a +2 bonus to Dexterity and manifests a climb speed of 20 feet.

Render (Su): While shifted, the shifter temporarily gains a +2 bonus to Strength and manifests claws that can be used as natural weapons. These claws deal 1d4 points of damage (plus an additional +1 for every four character levels he has) with each successful attack. He can attack with one claw as a standard action or with two claws as a full attack action. He cannot attack more than once each round with a single claw, even if his base attack bonus is high enough to give him multiple attacks. He can attack with a claw as a secondary attack with a light off-hand weapon while using a weapon in his primary hand, but all his attacks that round suffer a -2 penalty.

Runner (Su): While shifted, the shifter temporarily gains a +2 bonus to Dexterity and manifests an increased base speed of +10 feet.

Tracker (Su): While shifted, the shifter temporarily gains a +2 bonus to Constitution and the scent ability. This special quality allows the shifter to detect approaching enemies, sniff out hidden foes, and track by sense of smell. A shifter can identify familiar odors just as a human does familiar sights.

The shifter can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. These stronger scents block other scents, so they can sometimes be used to confuse or hamper this shifter ability.

When a shifter detects a scent, the exact location of the source isn't revealed—only its presence somewhere within range. The shifter can take a move action to note the direction of the scent. Whenever the shifter comes within 5 feet of the source, he pinpoints the source's location.

A shifter with the Track feat can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (regardless of the surface that holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures producing the odor, and the age of the trail.

Shifting, although related to and developed from lycanthropy, is neither an affliction nor a curse.

For each hour that the trail grows cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Shifters tracking by scent ignore the effects of surface conditions and poor visibility.

When not shifted, the shifter gains a +2 bonus to Survival checks due to the lingering manifestation of the scent ability—not as strong as when shifted, but useful nonetheless.

- Low-Light Vision: Shifters can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Balance, Climb, and Jump checks: A shifter's animalistic heritage enhances his balance.
- Automatic Language: Common. Bonus Languages: Elven, Gnome, Halfling, Sylvan.
- Favored Class: Ranger. A multiclass shifter's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.

The exciting, new *Eberron Campaign Setting* hits the shelves of your favorite bookstore or hobby shop in July. Until then, we'll keep showing you more and more of what you can expect to see inside.

Next month, you'll get a good hard look at the fourth unique race created for *Eberron Campaign Setting*—a race of sentient constructs, built to fight in the Last War, now seeking to find their place in the uneasy peace that has settled upon the magically charged world of Eberron—the warforged.

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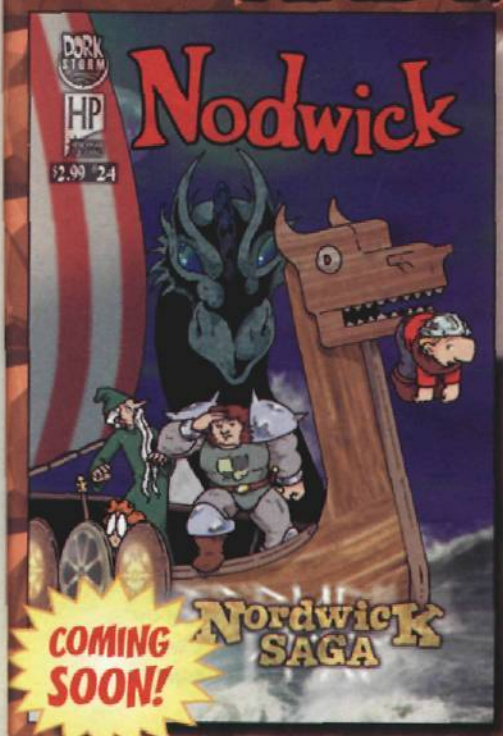

COMING SOON!

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XENO

4 New Exotic Races

With books describing them and their respective cultures in various forms, elves, gnomes, dwarves, halflings, and even orcs—long staples of the fantasy genre—no longer possess the feel of innovation and originality. Already too familiar to most fantasy gamers, many of these races find their portrayal edging ever closer to just humans of a different shape and size. The humanity in these races allows us to identify with them. In the best tradition of the genre, though, this article takes a step forward to put the fantastic back into fantasy.

Exotic races and the cultures that go along with them provide a great way to spice up your campaign. Done properly, an exotic race breathes new life into a stagnant game. In the hands of a good player, a new race creates new possibilities and new directions by exposing the PCs to new cultures and beliefs.

Presented here are four new PC races designed to coexist with the standard complement of DUNGEONS & DRAGONS races. Let these exotic races put the fantastic back into your fantasy game.

ADU'JAS

The elven nations claim a history longer than nearly all other civilized nations, but adu'jas were already ancient when elves were mere infants in the care of their young

PHILIA

by Dean Poisso · illustrated by Fred Hooper

gods. When elves matured, adu'jas showed them the secrets of the natural world. Its magic and power became one with the elves. When the elves sank into civil war, adu'jas suffered the wrath of those who twisted adu'jan lore, rendering it corrupt and unnatural. Adu'jas retreated from the world, taking ancient mysteries deep into untamed woodlands across the world. The heart of their arts remain at the core of druidic philosophy, bardic wisdom, and the discipline of woodland rangers.

With the encroachment of human civilization and the decimation of the forests by goblinoids, adu'jas have emerged from their seclusion. Elven enclaves first reported their appearance, bringing a message of peace to the larger elven community. Adu'jas have chosen to ease into this new world under the aegis of their former students, the elves. They have returned to bring back the ancient woods, to save the last of their homes, and to assist humankind in becoming shepherds of wisdom.

Adu'jan society is virtually gone from the world. Its civilization has passed into antiquity, becoming little more recognizable than the natural world itself. Adu'jas organize themselves in small enclaves of fewer than a dozen, usually surrounding a great elder who serves more as spiritual guide than a true leader. Most elders resemble natural flora, immobile in the state of torpor that overtakes adu'jas of extreme age. Because adu'jas live almost twice as long as elves, an adu'jan elder is truly ancient.

Adu'jan elders sprout sapling adu'jas every few centuries, who eventually mature and become part of the small community that governs the woodlands

in which they live. These saplings retain faint racial memories that guide them to maturity.

In recent times, adu'jas have been forced to mobilize their small numbers to protect themselves against encroaching humans, orcs, and other despoilers of the forest. They work first by scare tactics, then by sabotage, and finally through force. It pains adu'jas to resort to such methods, but their increasing desperation drives them to it.

ADU'JAS WERE ALREADY ANCIENT WHEN THE ELVES WERE MERE INFANTS IN THE CARE OF THEIR YOUNG GODS.

Personality: Many of the youngest adu'jas are leaving their enclaves among their elven allies to go out into the world and search for signs of hope. Young adu'jas are accepting of all races. They nurture eternal hope in the balancing harmony of nature, and they seek to cross cultural boundaries to merge their ancient wisdom with the dynamic drive of the warm-blooded races.

Physical Description: Asexual and averaging 5-1/2 to 6-feet tall, adu'jas are humanoid in shape. Their androgynous facial features show a hint of a nasal bump with two small vertical slits that resemble nostrils. These are not nostrils at all, but pheromone exhausts, which expel various scents according to the adu'ja's mood. Adu'jan faces are ringed by soft, petal-like scales. These undulating petals are chromatophoric, changing in color and pattern to reflect moods. Their skin ranges from yellowish green through emerald to deep brown, but this color changes according to season and mood. Their large, almond eyes are deep gold to rich brown.

Adu'jas are typically weak and thin-limbed, yet they carry themselves with grace and dignity.

Relations: Adu'jas have a belief in preserving the natural world, which they call "Shan Jat" ("The Way of the Root"). Shan Jat puts forth that all things have their necessary place and stem from the same source. Nature is. To adu'jas, this means that all things in nature must be balanced. Adu'jas have realized that during their long absence, they failed to tend their duties, and imbalance has become the way of things. Civilization is no longer at harmony with nature.

Most human and dwarven societies are leery of adu'jas. Rural communities seem more receptive to their presence and have been known to adopt adu'jas, especially if there are druidic orders nearby. Most civilized people think of adu'jas as nature spirits, which adu'jas use to their advantage in winning their trust.

Young adu'jas who have learned to live among the goodly races (such as humans, elves, gnomes, and halflings) have been known to "go native." They become accustomed to wearing local garb and the use of simple accoutrements. As their understanding of their neighbors grows, they apply their holistic philosophy to everyday life in the hope that their friends will adopt the adu'jas' way by example.

Adu'jas are very naïve of the world at large. Their philosophy is of such sublime scope that they often cannot see the day-to-day world beneath it—or rather, they don't care to acknowledge it. However, they are extremely expressive creatures. Their chromatophoric petals and scent glands make them extremely effective communicators. They have great inner strength and strong personalities, although they might not show it all the time.

Alignment: Young adu'jas are usually neutral good in alignment. They believe in proactively establishing harmony. As they age, their understanding of Shan Jat deepens, and they tend to drift toward neutral alignment.

Religion: Adu'jas typically revere Obad-Hai and elemental spirits. Pelor is also popular among young adu'jas, as are rain and earth deities.

Language: Adu'jas have adopted the Elven alphabet in order to write their own slow, thrumming language. They rarely ever write on plant-based mediums, preferring to put their thoughts down on parchment. In addition to their own tongue, adu'jas speak Elven and Sylvan, and they often learn Common, Gnome, and Halfling, as these are often the languages of their friends and allies.

Names: Because they are androgynous, adu'jas share similar names. Adu'jas often translate their names into Elven and Common. Common names include Oakskyreach, Deepearthroot, Windleafcatcher, Sunsbright, Forestheart, and Stoneroot. Occasionally, adu'jas adopt elven names.

Adventurers: Adu'jan adventurers are rare but active. They make friends readily with elves, gnomes and some humans. Most other races regard them with indifference at best and suspicion or fright at worst. The honest demeanors of adu'jas typically win over hesitant acquaintances.

Adu'ja Racial Traits

- +2 Wisdom, +2 Charisma, -2 Strength: Adu'jas make good use of their beautiful petals and scent glands, making them appealing to other races. They are also perceptive of their world. However, their thin-limbed bodies are relatively weak.
- Medium: As Medium creatures, adu'jas have no special bonuses or penalties due to their size.
- Adu'jan base land speed is 30 feet.
- Adu'jas have the woodland stride ability, as a 2nd-level druid.
- Plant: As a creature of the plant type, an adu'ja is immune to all mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. They are not subject to critical hits. Adu'jas do not need to sleep. Adu'jan spellcasters still must rest for 8 hours to regain spells. They are immune to spells and effects that only affect humanoids, such as *charm person*. However, they can still be affected by spells such as *charm monster* and those that specifically affect plant creatures.
- Photosynthesis: Adu'jas consume only one-quarter the rations of a human of similar size. In essence, they are omnivorous plants. They gain sustenance from eating animal or vegetable matter, usually in small quantities. This ability works only if they are allowed at least four hours of direct sunlight; otherwise, they must

eat as much as a human. Adu'jas prefer vegetable matter over animal flesh, but many younger adu'jas have developed a taste for meat.

• Photoregeneration: Adu'jas who are allowed to rest in sunlight with at least a gallon of water to consume heal twice their level in hit points per day. If active during this time they gain hit points back at the normal resting rate. In darkness, they regain hit points normally.

Adu'jas can regrow severed limbs (but not heads). It takes approximately 1 month to regrow a limb, during which time adu'jas can do nothing more than rest and perform light activity. Complete bed rest cuts this time in half.

• +4 racial bonus on Diplomacy and Perform checks. Adu'jas express themselves well, with changing patterns of color on their facial petals and skin as well as odors from their scent glands.

• -4 penalty on all Bluff and Sense Motive checks. Due to their inherently trusting nature, adu'jas find it difficult to tell and discern lies.

• +4 racial bonus on Survival checks. Adu'jas always consider Survival a class skill, as they have an innate link to the natural world.

• Low-Light Vision: An adu'ja can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

• Vulnerability to Fire: Adu'jas take half again as much (+50%) damage from fire.

• Spell-Like Ability: 1/day—*speak with plant*. Caster level 1st.

• Automatic Languages: Adu'ja, Elven, and Sylvan. Bonus Languages: Common, Draconic, Gnome, and Halfling. Adu'jas know the languages of their allies, and they often learn those of potential friends.

• Favored Class: Druid. A multiclass adu'ja's druid class does not count when determining whether she takes an experience point penalty for multiclassing (see the *Player's Handbook*, page 60). Knowledge of the wild comes naturally to adu'jas.

• Level Adjustment: +2. An adu'ja with one class level is treated as a 3rd-level character for purposes of awarding the character experience, for starting equipment, and for determining how many experience points the character needs to gain a new level.

GRUWAARS

When the fey were united and the Seelie and Unseelie Courts had not yet been established, the gruwaars were there. The turn of ages and eventual sundering of the fey court heralded the gruwaar's ascent among the Unseelie as master manipulators and dangerous foes.

Legends speak of the gruwaars as allies to the children of Lolth. The gruwaars stood beside the dark elves in their rebellion and followed their tragic descent when the drow fell into the depths of the earth. Surface elf retribution on those gruwaars who dared stay above ground all but eliminated the race outside of the Underdark. Those few who survived have been joined over the years by those who initially fled from elven fury. They maintain their reputation for foul deeds long past—and they revel in it.

Gruwaars are rare, even among the fey. Most sages know little of their history or their role in the history of other races. Plagues, assassinations, and catastrophes throughout the ages have seen influence from the gruwaars, for reasons known only to them.

Wild and mischievous even by fey standards, the gruwaars are extremely independent. Among other races, they often serve from the shadows as advisors or assassins for those causes that amuse them. Occasionally, a gruwaar will join with an adventuring party for seemingly noble reasons, only to later reveal a darker ulterior motive.

Gruwaars are drawn to political intrigue, but although they are amused by power and those who believe they wield it, gruwaars are not necessarily interested in wielding political and social influence themselves. They are fascinated by the motives and results that impassion those who seek and bear power. Above all else, they are intrigued by the chaos of raw, naked force. Where there is political strife, where there are clashing ideologies, where the will of rebellion threatens to upset the balance of power—the gruwaars are there.

Personality: Gruwaars are voyeuristic by nature. They love to see individuals act in dynamic ways, especially when they themselves set the stage. The gruwaars love drama. Tragic or grand, it matters not to the gruwaar. They just like to watch the chaos unfold.

Philosophically, gruwaars are completely individualistic in their approach to life. Their only common quality is a singular disdain for any authority that they do not influence in some fashion. As such, their motives are known only to themselves.

Physical Description: Averaging 3 to 4 feet tall, the gruwaars do not possess the usual beauty of their fey kin. Instead, they are wiry, muscular creatures with monkey-like bodies. Gruwaar faces resemble a cross between a goblin and a cat, with large, round eyes the color of hot steel, a large brow, and a maw filled with hideous canines. Their ears are long, pointed, and jut out from their heads, although they can sweep them back when they choose.

Gruwaars are covered with a fine, black fur. They have long arms with extra joints and hands ending in tiny, razor-sharp claws. Their short thighs and long forelegs cause them to appear as if they are perpetually crouched.

When among civilized folk, the gruwaars wear loose-fitting hoods and cloaks and often remain hidden as much as possible. When confronted, they lie and bluff their way out of direct conflict. Few gruwaars are ever

SNEAKING AND TRICKERY COMES EASILY TO GRUWAARS. MANY ARE ON THE CUTTING EDGE OF LARCENOUS INGENUITY.

backed into such corners, however, and those who are usually have no compunctions about using their claws to extract themselves from difficulties.

Relations: Among the fey, gruwaars are considered members of the Unseelie Court. They are accorded respect based on their heritage by those wise enough to recognize them for who they are. Among the Unseelie, however, the gruwaars are treated as dangerous miscreants at best. Some gruwaars are considered powerful players among the Unseelie, greatly respected by their peers and feared by others. Most gruwaars pay only the barest courtesy to the Unseelie Court.

GRUWAARS ARE UNSEEN PLAYERS IN MANY GAMES–UNSEEN, EFFECTIVE, AND DANGEROUS.

Among other races, gruwaars prefer to remain hidden or disguised. They might pretend to be familiars to young wizards and sorcerers whose vanity exceeds their skill at conjuring demon familiars. At other times, they might work in concert with others in the shadows of society, where appearances take second place to skill. The gruwaar take an active approach in concealing their motives, since it is more entertaining to watch their dupes or pawns do things of their own volition. They take great pains to ensure that their foils learn as little as possible about their nature and identities. Gruwaars are unseen players in many games–unseen, effective, and dangerous.

Alignment: Most gruwaars are chaotic and evil by nature. Despite this, more than one gruwaar has sided with the forces of good in order to experiment on the ranks of a powerful evil regime. Some gruwaars specialize in tampering with certain types of ideological cultures, especially evil ones. The moral ambiguities of gruwaars are unmatched. They have saved innocents on given days only to have them sacrificed on others.

Religion: Gruwaars revere no deity in particular. Some of their more vile members have been known to fall sway to demon princes or devil lords, however, most gruwaars are too busy (some say egotistical) to formally worship another being.

Language: Gruwaars speak Common, Sylvan, and Undercommon. The first language a young gruwaar typically learns to speak is Undercommon. Older gruwaar use this ploy to insult the Unseelie Court and other fey. When they do speak Sylvan among other fey, gruwaars enjoy using thick (but fake) accents that make them difficult to understand.

Names: Male gruwaar names are short and usually monosyllabic, while female names usually have two syllables.

Male Names: Greeg, Hurg, Koll, Mok, Puzz, Zor.

Female Names: Hurga, Jeeta, Juuta, Mokka, Panee, Tagri, Zora.

Adventurers: Gruwaars love adventure. A gruwaar adventurer always has designs on why he's with a particular adventuring party. Perhaps he wants to join them to see what they do, with an eye down the road on a scheme to overthrow a kingdom he dislikes. Perhaps the party and he even have a mutual goal. The real trick is getting the party to accept a gruwaar into their midst. However, their wily, persuasive ways make them likeable despite their unusual appearance and often disgusting personal habits.

Gruwaar Racial Traits

- +2 Dexterity, +2 Charisma, -2 Strength, -2 Wisdom: Gruwaars are nimble, and possess a certain charm that most other races find appealing. However, they are relatively weak and somewhat inattentive.
- Small: As Small creatures, gruwaars gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Gruwaar base land speed is 20 feet. Gruwaars wearing light armor or no armor, with light or no encumbrance, and without items in their hands, may drop to all fours and move at a speed of 30 feet.
- Fey: As fey, gruwaars are immune to spells and effects that only affect humanoids, such as *charm person.* However, they can still be affected by spells such as *charm monster.*
- Darkvision: Gruwaars can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and gruwaars can function just fine with no light at all.
- +2 racial bonus on Hide, Move Silently, and Sleight of Hand checks. Gruwaars are preternaturally stealthy.
- Claws: Gruwaars are capable of making natural attacks with their sharp claws. A gruwaar has two claw attacks that deal 1d3 points of damage plus Strength modifier.
- Spell-Like Abilities: 1/day—*disguise self.* Caster level 1st.
- Automatic Languages: Common, Sylvan, and Undercommon. Bonus Languages: Abyssal, Dwarven, Elven, Gnome, and Terran. Gruwaars know the languages of their kin as well as those among whom they live, and they learn to speak the languages of their enemies and other underground denizens.
- Favored Class: Rogue. A multiclass gruwaar's rogue class does not count when determining whether she takes an experience point penalty for multiclassing (see the *Player's Handbook,* page 60). Sneaking and trickery comes easily to gruwaars. Many are on the cutting edge of larcenous ingenuity.
- Level Adjustment: +0.

GOLMOIDS

Originally crafted by gnomes to work as teamsters, haulers, and heavy lifters, golmoids labored for millennia as mindless constructs. Over the years, families that owned golmoids began to ascribe living qualities to their construct laborers, giving them gnome names and ascribing gnome traits to their actions.

A thousand years ago, at the behest of his daughters, a gnome wizard

granted his family's golmoid a rudimentary form of intelligence. Soon thereafter, gnome wizards began competing with one another in escalating attempts to grant their golmoids a greater level of intelligence than that of their neighbor's. Eventually, all golmoids received sentience, and began to interact with one another as all thinking beings do.

The original sentient golmoid, who had his intelligence augmented several times by his family's wizards, asked for and received his freedom. He quickly spread the word to other golmoids of his liberation, and within a week the gnomes found themselves with a terrible dilemma: to retain a sentient race as slaves or to let their precious construct laborers have their desired freedom. To their credit, it took only a day for the gnomes to decide to release the golmoids.

As a gift to the creations of his children, Garl Glittergold breathed true life into the clay, stone, and bronze bodies of golmoids, making them humanoids. In thanks for their newfound gifts, the golmoids formed a binding treaty of mutual aid with the gnomes. In the millennium since, the golmoids have struggled through hard times and celebrated periods of plenty, and although they solemnly remember their vow of aid to the gnomes, golmoids work as no being's slaves.

ALL GOLMOIDS RECEIVED SENTIENCE AND BEGAN TO INTERACT WITH ONE ANOTHER AS ALL THINKING BEINGS DO.

Personality: Golmoids tend to be quiet, which makes non-gnomes think of them as dour or aloof. In truth, the unexpressiveness of their bodies simply masks the joy of life burning within them. They seldom seem at ease among any race other than gnomes and therefore come across as cold and hard to read to those new to them. Yet like all beings, what stirs beneath their skins distinguishes their individual personalities. The golmoids are as dynamic in their personal inclinations as members of their patron race, and while they cannot smile, their laughter is thunderous.

Most golmoids prefer and enjoy a simple agrarian life. They need little and ask for less. A history of servitude reminds the golmoids that they neither wish to work for others nor have others work for them. As such, every golmoid strives for self-sufficiency, but whether he gains it or not is another question. Golmoids prefer to deal with others in a frank, forthright manner, leaving little room for complex negotiations. Their merchants are notoriously inflexible, demanding to be paid based on the merits of their work without haggling.

When in the company of gnomes, however, the playfulness of their patron race rises to the surface, and it is then that a golmoid might show the passionate love of life they all possess.

Physical Appearance: Adult males appear to be plain-featured, muscular men towering more than 7 feet tall, with oversized shoulders and hands sheathed in stone-like skin. Their faces are plain and smooth-featured, accented by burning red eyes the color of hot magma. Skin color ranges from sandy tan to black.

Females are the same height as males, but are slightly less uniform in overall appearance. They also have smooth-featured faces like mannequins, and the trademark burning red eyes. Females tend to be thinner-limbed and bear a more natural appearance. Their skin color ranges from light tan to ruddy brown.

All golmoids have spatulate feet with only one separation for a large toe. Golmoids fingers are thick and rocky, the last three fingers melding into one wide digit.

Because of the similarities in appearance between golmoids, golmoid sculptors delicately carve the skin of their fellow golmoids to reflect deeds

RANDOM STARTING AGES

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Adu'ja	150 years	+3d10	+5d10	+7d10
Golmoid	18 years	+1d6	+2d6	+3d6
Gruwaar	40 years	+2d6	+3d6	+4d6
T'kel	12 years	+1d4	+1d6	+2d6

AGING EFFECTS

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Adu'ja	300 years	450 years	600 years	+6d% years
Golmoid	38 years	57 years	76 years	+2d12 years
Gruwaar	70 years	105 years	140 years	+3d20 years
T'kel	28 years	42 years	56 years	+2d10 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Adu'ja	4'10"	+2d10	140 lb.	x (2d6) lb.
Golmoid, male	6'10"	+2d4	260 lb.	x (3d6) lb.
Golmoid, female	6'10"	+2d4	260 lb.	x (4d4) lb.
Gruwaar, male	3"	+2d6	25 lb.	1 lb.
Gruwaar, female	2'8"	+2d6	20 lb.	1 lb.
T'kel, male	4'7"	+2d8	190 lb.	x (2d4) lb.
T'kel, female	6'3"	+2d10	190 lb.	x (2d4) lb.

accomplished, much like tattooing among soft-skinned races. Golmoid warriors often have their skin carved into the form of armor. For these reasons, golmoids hold an almost religious reverence for their skin carvers.

Relations: Golmoids usually live in small, isolated communities. They are guarded with strangers but quite open once the potential for threat is dismissed. Even the smallest golmoid communities often build large stonework citadels, usually located in mountainous or hilly country. As might be expected, gnomes are always welcome within golmoid communities, and indeed the races occasionally seek out one another to settle in close proximity In addition, dwarven enclaves are frequent traders with the golmoids, and the two races get along well. Golmoids have a soft spot in their hearts for halflings, seeing them as distant and agreeable cousins of gnomes. Somewhat gnome-like, golmoids always try to get along with elves and humans, but they find the complaints and angst of half-elves and half-orcs tiresome.

Alignment: Golmoids tend to be mindful of the general welfare of all involved in any matter, but are not usually inclined to interfere with another's business. As a result, every golmoid has a touch of neutrality in his alignment, with the vast majority remaining neutral in as many situations as possible. Neutral good and lawful neutral make up the largest minorities.

Religion: Golmoids worship Garl Glittergold or follow philosophies that venerate hard work and just reward.

Languages: Golmoids speak Common and Gnome. Many Golmoids learn to speak Dwarven, Halfling, and Terran as well.

Names: The names of golmoid males derive from their ancestry. Surnames usually have a stone context. Females only take a surname at some important occasion, such as marriage or the completion of an important quest.

Male Names: Argaren Slatefist, Jhondal Jasperteeth, Vaalus Granitespur.

Female Names: Aratta, Ghutta, Helosia, Komara, Taaza, Wara.

Adventurers: Golmoids make fine adventuring companions. They are true to their word, with an inspiring willingness and drive to succeed. Golmoids rarely surrender, and they are gifted and methodical porters and teamsters.

Golmoids often leave their communities to wander the greater world when they become adults. Golmoid travelers usually wear hooded cloaks and robes. Their weight can be inhibiting for horseback travel, but their tireless endurance allows them to keep up with even the hardiest horse.

Golmoid Racial Traits

- +2 Strength, +2 Constitution, -4 Dexterity, -2 Intelligence: Golmoids are strong and durable, but their great bodies are not agile, and their gift of intelligence was not perfect.
- Medium: As Medium creatures, golmoids have no special bonuses or penalties due to their size.
- Golmoid base land speed is 30 feet. However, golmoids can move at this speed even when wearing medium or heavy armor, or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Natural Armor: Their stone-like skin grants golmoids a +2 natural armor bonus.
- +2 racial bonus to all Craft checks. Golmoids are gifted craftsmen, and some speculate that their created forms give them an instinctive knowledge of manufacturing.
- +4 racial saving throw bonus against enchantment spells and effects. Golmoids have some residual resistances of constructs.
- Bonus Feat: Golmoids gain Endurance as a bonus feat at 1st level.
- Automatic Language: Common and Gnome. Bonus Languages: Dwarven, Halfling, and Terran. Golmoids learn the language of their patron race as well as those they see as allies to gnomes.
- Favored Class: Fighter. A multiclass golmoid's fighter class does not count when determining whether he takes an experience point penalty for multiclassing (see the *Player's Handbook*, page 60). Golmoids are powerful and competent combatants when roused to anger.
- Level Adjustment: +1. A golmoid with one class level is treated as a 2nd-level character for purposes of awarding the character experience, for starting equipment, and for determining how many experience points the character needs to gain a new level.

T'KELS

T'kels have long been seen as savages, monsters that plagued wilderness communities for countless years. When times grew tough, t'kels raided nearby villages and towns in search of food. This savagery gave them a fierce reputation they struggle to overcome to this day. However, over the last century, t'kels have gradually shifted from a hunter-gatherer society to an agricultural one. They are blooming into a diverse society based on the philosophies of their current leader.

T'kels follow a philosopher-king named Zuras, who led his people from what he calls "the serpent's coils." Many years ago, Zuras claimed to have been hunting an elven cadre of rangers when a "nature spirit" stopped him. This adu'ja sat Zuras down to tell him of the error of t'kel ways. They sat for fourteen days, and the adu'ja revealed to Zuras the secrets of natural harmony. Zuras took these secrets back to his people.

Now the t'kels are rejecting their barbaric ways in order to live as one with nature. This has not tamed t'kel ferocity though, only channeled it into less destructive endeavors. They live in teeming, shallow tunnels below the verdant forests they now tend. They farm a variety of plants that they use for their medicines and produce rare spices and incense that they trade to the humans who have learned to trust them.

Many t'kels practice meditation, channeling their aggressive natures into the martial arts. Within the last century, human monks have lived among the t'kels to learn their way. T'kel monks form a top-level caste among their society, servings as teachers and advisors.

One of the few traditions that has survived the t'kels' transformation from hunters and plunderers into monks and ascetics is the wearing of masks. T'kel masks represent many things in their society, and the shape, style, and color of a mask identifies the wearer's status and occupation to every other t'kel who

sees it. Other races, long impressed by the beauty of such masks, have tried and failed to learn their secrets. Living t'kels never remove their masks where non-t'kels might see their faces, as they feel their faces are a representation of their souls, and their most secret desires.

Personality: The t'kels exhibit a distinctly reptilian attitude. Their sense of humor is subtle and difficult to draw out. They loathe displays of waste or wanton destruction and seek to pacify (through lethal force, if necessary) anything that they feel threatens the natural order. They are quite taken with the concept of honor, and despite their former reputations, they are unwilling to break oaths.

T'kels are not particularly intelligent, but their cunning usually surprises those who travel with them. While they are far more civilized than they once were, their savagery still exists. In battle, t'kels can give in to their feral sides in a way that is terrible to behold. Among t'kels, it is considered shameful to act in such a way. A t'kel who has succumbed to such behavior will often leave t'kel society voluntarily, in order to avoid injuring anyone else.

Physical Description: T'kels dress in decorative robes or armor, with elaborate facemasks of beaten metal highlighted with brightly painted colors. The rarer the metal, the higher in rank its wearer. Different colors and patterns of paint signify a t'kel's occupation.

Beneath their masks and robes, their skin is covered with tan to chocolate-colored beaded scales. They have belly and back patterns in brilliant colors ranging from aquamarine and indigo to burnt umber and saffron, and they have more pronounced, pointed scales on their brows and jaws. They do not have teeth, but rather they have white bony ridges that look like a line of teeth without seperation.

T'kel hands and feet are clawed. Both females and males often paint their claws bright colors. T'kel height difference between genders is quite noticeable, with the smaller males standing 5 to 5-1/2 feet tall, and females often reaching well over 7 feet tall. Despite their smaller size, male t'kels have dense muscles, weighing as much as their female counterparts, and are just as strong.

Relations: While races who do not live near t'kels might speak of them as little better than orcs, those who call them neighbors couldn't speak more highly of them. Most t'kels today are more interested in discussing farming techniques or weather trends than in spoiling for a fight. However, if someone were to start a fight with a t'kel, the t'kel would oblige.

T'KELS WEAR ELABORATE FACEMASKS OF BEATEN METAL. THE RARER THE METAL, THE HIGHER IN RANK ITS WEARER.

T'kels enjoy living as part of their environment. They now help the wilder lands thrive, where once they pillaged the land for anything that could sustain them. T'kels are quickly building the reputation of their culture, and have proven remarkably adept at common crafts. Their artwork fetches good prices in large cities, as well as the attention of serious collectors. In addition, they are excellent weavers, producing a material called sh'ematta that has brilliant colors and a soft texture.

Alignment: T'kels usually have some amount of neutrality in their alignment. Most t'kels are lawful and ardent practitioners of their philosophy; otherwise, they lean toward neutral good. Few t'kels are ever chaotic.

Religion: Since the coming of Zuras, t'kels practice nature worship. They have become one of the true success stories of the adu'jas, with whom Zuras communed for those two weeks.

Language: T'kels speak Draconic as their natural tongue. As they have become more civilized, they have adapted the Draconic script to write out their philosophies and beliefs. Many have learned to speak and read Common, Elven, and Sylvan, so they may interact peacefully with their neighbors. They speak with a gentle hiss other races find soothing and relaxing, and many have been pressed into giving impromptu speeches just for the way they speak.

Names: T'kel male names are always two or three syllables, and female names are always three or four.

Male Names: Adunar, Banwei, Golos, Mur'rkantos, Yallikbei, Zuras.

Female Names: Aa'razmarum, Atanari, Ecu'mazin, Gengliet, Ma'arkaset.

Adventurers: T'kels are able adventurers. They are inquisitive about outside cultures and seek the wisdom those cultures have to offer. As their new culture continues to grow, it takes on small aspects of others that adventuring t'kels have encountered and subsequently written about. They are in a strange place between the worlds of their savage ancestry and their new, more civilized culture. As such, t'kels make superb monks and fighters and are well suited to being rangers. T'kels take great pride in their own culture, and few t'kels are open-minded enough to take jibes about their base beginnings.

T'kel Racial Traits

- +2 Dexterity, -2 Intelligence: T'kels are quick and graceful, but they cannot reason as well as humans.
- Medium: As Medium creatures, t'kels have no special bonuses or penalties due to their size.
- Monstrous Humanoid: T'kels are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person.*
- T'kel base land speed is 30 feet. T'kels also possess a swim speed of 20 feet. Due to having a swim speed, a t'kel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- Darkvision: T'kels can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and t'kels can function just fine with no light at all.
- Claws: T'kels are capable of making natural attacks with their sharp claws. A t'kel has two claw attacks that deal 1d4 points of damage plus Strength modifier.
- T'kel Favored Class: Monk. A multiclass t'kel's monk class doesn't count when determining whether he takes an experience point penalty for multiclassing (see the *Player's Handbook*, page 60). Despite the rapid and recent growth of their culture, t'kels continue to possess a warrior mentality.
- Level Adjustment: +0.

Urban DRUIDS

Secret Voice of the City

by James Jacobs · illustrated by Dan Scott · icons by Jeremy Jarvis

The frenzied surge of a riot, the stately presence of a cathedral, the constant vigilance of the city watch, the slow decay of worm-eaten waterfront buildings—to most, these things are nothing more than the results of civilization, but to a rare few, they represent something more. To these few, the milling of pedestrians in a busy marketplace are akin to the industry of an ant colony. The towering statues erected to honor bygone dynasties are as pure as the mightiest redwood tree. The cobblestone and dirt streets are arteries of life. To these few, civilization represents a powerful force in and of itself, opposed to but not necessarily in conflict with nature. Just as nature has those who venerate and worship its purity and strength, so does the city have its faithful. They tend to be solitary and introverted, despite living in urban environments. They are physically alone but spiritually connected to the secret voices of the city itself. They are the urban druids.

The urban druid knows that each city is, after a fashion, a living organism. Each city has its own personality, its own joys, and its own nightmares. The presence of its citizens are its voice, and the memories of its dead are its soul. The buildings are its bones, the streets its veins, and the protective walls its skin. Its eyes are the market, and its ears the port. Urban druids draw their power from the city and return it tenfold with devotion and faith.

Adventures: Urban druids adventure to gain knowledge (especially about the history and architecture of cities and the ways of their citizens). Unlike the druids of nature, urban druids do not form hierarchical societies. Each is left to her own; when two urban druids meet, they often exchange ideas, lore, and philosophies, but only rarely do they stay together. Urban druids find destruction and entropy to be the most horrifying aspect of the world; anything that can destroy a city is to be hated, feared, and hunted. Undead are particularly reviled for their ability to quickly destroy populations through disease, terror, and negative energy, but dragons and elementals (with their capability to destroy large buildings and swaths of cities with ease) are also hated, and often an urban druid turns to an adventuring life to seek out and slay these terrible foes.

Characteristics: Urban druids cast divine spells in the same way druids do, although they get their spells from the power of the city's spirit rather than from nature. Their spells are oriented toward society and construction. In addition to spells, urban druids gain an increasing array of magical powers, including the ability to change shape into different humanoids and creatures found in urban environments. The most powerful urban druids can transform into objects or even constructs.

Alignment: As with classic druids, urban druids must remain impartial to a certain degree. They must value society and civilization above the individual. As a result, all urban druids must have a neutral component to their alignment. No urban druid is chaotic neutral, since hearing the secret voice of the city requires at least a modicum of organization.

DAN SCOTT

THE URBAN DRUID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	City sense, favored city 1, urban companion	3	1	–	–	–	–	–	–	–	–
2nd	+1	+3	+0	+3	Crowdwalk	4	2	–	–	–	–	–	–	–	–
3rd	+2	+3	+1	+3	Alley fighting	4	2	1	–	–	–	–	–	–	–
4th	+3	+4	+1	+4	Disease immunity, favored city 2	5	3	2	–	–	–	–	–	–	–
5th	+3	+4	+1	+4	Urban shape (1/day)	5	3	2	1	–	–	–	–	–	–
6th	+4	+5	+2	+5	Urban shape (2/day)	5	3	3	2	–	–	–	–	–	–
7th	+5	+5	+2	+5	Urban shape (3/day)	6	4	3	2	1	–	–	–	–	–
8th	+6/+1	+6	+2	+6	Urban shape (Large), favored city 3	6	4	3	3	2	–	–	–	–	–
9th	+6/+1	+6	+3	+6	Information network	6	4	4	3	2	1	–	–	–	–
10th	+7/+2	+7	+3	+7	Urban shape (4/day)	6	4	4	3	3	2	–	–	–	–
11th	+8/+3	+7	+3	+7	Urban shape (Tiny)	6	5	4	4	3	2	1	–	–	–
12th	+9/+4	+8	+4	+8	Urban shape (object), favored city 4	6	5	4	4	3	3	2	–	–	–
13th	+9/+4	+8	+4	+8	–	6	5	5	4	4	3	2	1	–	–
14th	+10/+5	+9	+4	+9	Urban shape (5/day)	6	5	5	4	4	3	3	2	–	–
15th	+11/+6/+1	+9	+5	+9	Urban shape (Huge)	6	5	5	5	4	4	3	2	1	–
16th	+12/+7/+2	+10	+5	+10	Favored city 5, urban shape (animated object 1/day)	6	5	5	5	4	4	3	3	2	–
17th	+12/+7/+2	+10	+5	+10	–	6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Urban shape (6/day, animated object 2/day)	6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	–	6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Favored city 6, urban shape (animated object 3/day, Gargantuan)	6	5	5	5	5	5	4	4	4	4

Religion: An urban druid worships the purity of society and the city above all else. Religions are incorporated into this as a whole, although the urban druid finds more to draw power from in the massive cathedrals and huge masses of worshipers than from their deities.

Background: As mentioned above, urban druids are alone in the crowd. They dwell in cities, and although they often visit smaller towns or even travel into the wilderness on a quest, they are only truly at ease in a settlement with a population of no less than 5,000 souls. Often, a neighborhood never realizes that an urban druid dwells in its midst, so secretive and subtle are her workings and goals.

Races: Humans, being industrious and quick to expand and build, have the highest affinity for the calling of the urban druid. Half-elves and half-orcs, often forced to live in large cities where they can rely on the anonymity of the crowd to hide their heritages also often find themselves answering the secret voice of the city. Elves and gnomes, with their love of nature, are almost never urban druids.

Other Classes: Urban druids share a love of society with the bard and the rogue, and they tend to find the company of these classes the most pleasing. Their devotion to cities and civilization often place them at odds with more rural regions and the wildlands beyond; as a result, they tend to avoid interaction with rangers and druids. Barbarians, with their rash behavior and disdain for civilized life, are the most reviled of the other classes.

Role: As with the standard druid, the urban druid is a versatile character. She can serve as a healer, a warrior, and a diplomat with ease. Her urban companion can also provide valuable melee combat support.

GAME RULE INFORMATION

Urban druids have the following game statistics.

Abilities: Charisma determines how powerful a spell an urban druid can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, an urban druid must have a Charisma score of 10 + the spell's level. An urban druid gains bonus spells based on her Charisma. The Difficulty Class of an urban druid's spell is 10 + the spell's level + the urban druid's Charisma modifier. Since several of an urban druid's skills are based on Intelligence and Wisdom, those ability scores are also important to her. Dexterity is important in order to make up for their lack of training with all but the lightest forms of armor.

Alignment: Neutral good, neutral, lawful neutral, or lawful evil.

Hit Die: d8.

Class Skills

The urban druid's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the urban druid.

Weapon and Armor Proficiency: Urban druids eschew most forms of weaponry, preferring to use smaller and faster weapons that don't spread panic by their mere presence. Urban druids are proficient with the following weapons: club, crossbow (any), dagger, quarterstaff, rapier, sap, and short sword. They find armor to be distaste-

ful and rude, and although they are proficient with padded, leather, and studded leather armor, they prefer to wear armor only when adventuring. The DM may allow urban druids to wear other forms of light armor that provide less than a +4 armor bonus as well. Urban druids are proficient with bucklers but no other shields.

An urban druid who wears prohibited armor or carries a prohibited shield is unable to cast urban druid spells or use any of her supernatural class abilities while doing so and for 24 hours thereafter.

Spells: An urban druid casts divine spells, which are drawn from the urban druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. An urban druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the urban druid must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Charisma modifier.

Like other spellcasters, an urban druid can cast only a certain number of spells of each spell level per day. She receives bonus spells per day if she has a high Charisma score. She does not have access to any domain spells or granted powers, as a cleric does.

An urban druid prepares and casts spells the way a cleric does, although she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). An urban druid may prepare and cast any spell on the urban druid spell list, provided she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: An urban druid can channel stored spell energy into *repair* spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *repair* spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

City Sense (Ex): An urban druid gains a +2 bonus on Gather Information and Knowledge (local) checks.

Favored City (Ex): At 1st level, an urban druid must select a favored city. This must be a settlement of at least small town size (see page 137 in *Dungeon Master's Guide*) or larger that the urban druid has visited, but need not be the city the urban druid currently calls home. As she gains levels, an urban druid may consider additional cities her favored cities.

While within the city limits of one of her favored cities, an urban druid gains a sacred bonus to all Bluff, Diplomacy, Gather Information, and Intimidate checks equal to her Wisdom modifier. In addition, she gains a +2 morale bonus to all Will saving throws.

Urban Companion (Ex): An urban druid begins play with an urban companion selected from the following list: Small animated object, bat, dire rat, rat, cat, dog, riding dog, horse (light or heavy), Medium monstrous centipede, Small monstrous scorpion, Small monstrous spider, mule, owl, pony, raven, snake (Small or Medium viper), warhorse (light). This creature is a loyal companion that accompanies the urban druid on her adventures as appropriate for

ALTERNATIVE URBAN COMPANIONS

4th Level or Higher (Level -3) CR 2
Animated object (Medium)
Giant ant (soldier)
Dire bat
Monstrous centipede (Large)
Monstrous scorpion (Medium)
Monstrous spider (Medium)
Snake, viper (Large)
Warhorse, heavy

7th Level or Higher (Level -6) CR 4
Animated object (Large)
Carrion crawler
Hammerer (*Monster Manual II*, page 27)
Otyugh
Monstrous centipede (Huge)
Monstrous scorpion (Large)
Monstrous spider (Large)
Pulverizer (*Monster Manual II*, page 27)
Snake, viper (Huge)

10th Level or Higher (Level -9) CR 5
Animated object (Huge)
Monstrous spider (Huge)

13th Level or Higher (Level -12) CR 7
Monstrous centipede (Gargantuan)
Monstrous scorpion (Huge)

16th Level or Higher (Level -15) CR 9
Animated object (Gargantuan)
Monstrous spider (Gargantuan)

URBAN DRUID SPELL LIST

Urban druids cast spells from the following list. Most of these spells are from the *Player's Handbook*, but a few are detailed in this article. New spells are marked with an asterisk. Note that various *repair* spells first appeared in *Tome and Blood*.

0-LEVEL URBAN DRUID SPELLS (ORISONS)
Create water
Cure minor wounds
Detect magic
Detect poison
Guidance
Know direction
Light
Mending
Purify food and drink
Read magic
*Repair minor damage**
Resistance
Virtue

1ST-LEVEL URBAN DRUID SPELLS
Alarm
Animate rope
Charm person
Comprehend languages
Cure light wounds
Detect secret doors
Detect undead
Endure elements
Faerie fire
Hold portal
Jump
Longstrider
Magic fang
Magic mouth
Magic stone
Obscure object
Obscuring mist
Pass without trace
*Repair light damage**
*Scatterspray**

2ND-LEVEL URBAN DRUID SPELLS
Barkskin
Bear's endurance
Bull's strength
Calm emotions
Cat's grace
Chill metal
Delay poison
Detect thoughts
Eagle's splendor
Enthrall
Fog cloud
Heat metal
Hold person
Knock
Lesser restoration
Locate object
Misdirection
Owl's wisdom
Resist energy
*Repair moderate damage**
Rope trick
Spider climb

Suggestion
Summon swarm
Warp wood
Wood shape

3RD-LEVEL URBAN DRUID SPELLS

Call lightning
Charm monster
Contagion
Cure moderate wounds
Daylight
Diminish plants
Glibness
Greater magic fang
Halt undead
Keen edge
Leomund's tiny hut
Neutralize poison
Nondetection
Poison
Protection from energy
Quench
Remove disease
*Repair serious damage**
Shrink item
Speak with dead
Stinking cloud
Tongues

4TH-LEVEL URBAN DRUID SPELLS

Antiplant shell
Blight
Control water
Cure serious wounds
Dispel magic
Dominate person
Freedom of movement
Giant vermin
Hold monster
Legend lore
Leomund's secure shelter
Locate creature
Minor creation
Repel vermin
*Repair critical damage**
Rusting grasp
Scrying

5TH-LEVEL URBAN DRUID SPELLS

Animate objects
Atonement
Call lightning storm
Control winds
Cure critical wounds
Death ward
Fabricate
Hallow
Leomund's secret chest
*Mass repair light damage**
Major creation
Mordenkainen's private sanctum
Passwall
Stoneskin
*Susurrus of the city**
Transmute mud to rock
Transmute rock to mud
Unhallow
Wall of stone

its kind. A vermin serving as an urban companion has an Intelligence of 1, and it's type changes to animal.

A 1st-level urban druid's companion is completely typical for its kind except as noted in the Druid's Animal Companion sidebar on page 36 of the *Player's Handbook*. As the urban druid advances in level, the companion's power increases as shown in that sidebar.

If an urban druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace a companion that has perished.

An urban druid of 4th level or higher may select from alternative lists of creatures (see below). Should she select an urban companion from one of these alternative lists, the creature gains abilities as if the character's urban druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's urban druid level and compare the result with the urban druid level entry on the table in the sidebar on page 36 of the *Player's Handbook* to determine the companion's powers. (If this adjustment would reduce the urban druid's effective level to 0 or lower, she can't have that creature as a companion.)

Any construct that serves an urban druid is spontaneously created by the 24-hour prayer that calls the urban companion; the urban druid need not have the Craft Construct feat or expend gold and experience points to gain the construct companion.

Crowdwalk (Ex): At 2nd level, an urban druid can move through crowds with ease, moving as if in an open space. If an urban druid attempts to move through a square occupied by a hostile creature (such as with a Tumble check or an overrun attempt), she gains a +4 bonus to any skill check, Strength check, or attack roll made to resolve the movement.

Alley Fighting (Ex): Urban druids are masters at fighting in cramped quarters, such as city alleyways or narrow dungeon corridors. At 3rd-level, an urban druid's ability to fight in these conditions improves greatly. As long as she is fighting in an area no wider than her space (5 feet for a Small or Medium humanoid), she gains a +1 competence bonus to all attack rolls. Additionally, if she makes a melee attack against a target around a corner, the target does not gain the benefit of cover (unless the foe has total cover). The urban druid retains the benefits of cover against her enemy, unless she is fighting another urban druid or other creature with a similar power.

Disease Immunity (Ex): At 4th level, an urban druid becomes immune to all forms of disease, including supernatural diseases like mummy rot.

Urban Shape (Su): At 5th-level, an urban druid gains the ability to turn herself into any Small or Medium urban creature. This ability functions identically to a druid's wild shape ability, save that the list of forms the urban druid can take is much more specialized: It is limited to creatures with the humanoid type or to any non-construct creatures from her urban companion list (see above).

An urban druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level. In addition, she gains the ability to take the shape of a Large creature at 8th level, a Tiny creature at 11th level, and a Huge creature at 15th level. The new form's Hit Dice can't exceed the character's urban druid level.

At 12th level, the urban druid becomes able to use urban shape to change into an object (size based on the sizes allowed by the urban shape ability), such as a door or a wagon. The urban druid gains hardness equal to the material assumed, but the urban druid cannot assume the form of an object with a hardness of more than 10. As long as the urban druid is in object form, she has no means of locomotion or speech, but she retains awareness of her surroundings as if she were in her natural form.

At 16th level, an urban druid becomes able to use urban shape to transform into a Small, Medium, Large, or Huge animated object once per day. These construct forms are in addition to her normal urban shape usage. In addition to the normal effects of urban shape, the urban druid also gains all of the animated object's extraordinary special attacks and special qualities, including any defenses gained from the construct type. Her type changes to construct for the duration of the animated object form.

At 18th level, an urban druid gains the ability to assume animated object form twice per day, and at 20th level she can do so three times per day. At 20th level, she may use this ability to change into a gargantuan animated object.

Information Network (Ex): Upon reaching 9th level, an urban druid has established an information network in a number of cities equal to her Charisma bonus. While in any of these cities, the urban druid only takes

half an hour to make a Gather Information check (rather than a full evening or day). In addition, if any event occurs in a city that would interest the urban druid, she may make a Gather Information check to learn of the event as a free action. Knowledge of such an event reaches the urban druid's ears in 1d4 hours unless the urban druid is in an area that cannot be reached by her contacts.

NEW URBAN DRUID SPELLS

The following spells were created or borrowed by urban druids to aid in their custodianship of a city's well-being.

Citygate

Transmutation [Teleportation]
Level: Urban Druid 9
Components: V, F
Casting Time: 10 minutes
Range: Touch
Effect: One city gate set in a city wall up to 20 feet wide and 20 feet tall teleports those who pass through it
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes

You cause a gate built into a city's wall to *teleport*, as *greater teleport*, any creature that passes through it to a second city gate designated by you when the spell is cast. Once you select the destination, you can't change it. Both the departure point and arrival point must be in city gates set in walls that surround a city of small town size or larger(see page 137 in the *Dungeon Master's Guide*). The spell fails if you attempt to set the gate to *teleport* creatures into a solid object, to a place with which you are not familiar and have no clear description of, or to another plane. The spell fails if either city gate is closed, and the effects of the spell end instantly if either gate is physically closed during the spell's duration. This spell is most often used to aid in the quick evacuation of a city in a time of disaster, but with a little forethought and planning it can also be used to stage sudden invasions of a city.

Focus: Ambers worth a total of at least 1,000 gp must be buried in the ground underneath each gate.

Repair Critical Damage

Transmutation
Level: Sor/Wiz 4, Urban Druid 4

As *repair light damage*, except repair critical damage repairs 4d8 points of damage +1 point per caster level (up to +20).

Repair Critical Damage, Mass

Transmutation
Level: Urban Druid 8

This spell functions like *mass repair light damage*, except that it repairs 4d8 points of damage +1 point per caster level (maximum +40).

Repair Light Damage

Transmutation
Level: Sor/Wiz 1, Urban Druid 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered. The spell repairs 1d8 points of damage +1 point per caster level (up to +5).

Repair Light Damage, Mass

Transmutation
Level: Urban Druid 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

You repair 1d8 points of damage +1 point per caster level (maximum +25) to each selected construct.

Repair Minor Damage

Transmutation
Level: Sor/Wiz 0, Urban Druid 0

As *repair light damage*, except *repair minor damage* repairs only 1 point of damage.

Repair Moderate Damage

Transmutation
Level: Sor/Wiz 2, Urban Druid 2

As *repair light damage*, except *repair moderate damage* repairs 2d8 points of damage +1 point per caster level (up to +10).

6TH-LEVEL URBAN DRUID SPELLS

Antilife shell
Greater dispel magic
Find the path
Flesh to stone
Guards and wards
Mass bear's endurance
Mass bull's strength
Mass cat's grace
Mass cure light wounds
Mass eagle's splendor
Mass owl's wisdom
*Mass repair moderate damage**
Mass suggestion
Move earth
Repel wood
Spellstaff
Stone tell
Stone to flesh
Undeath to death
Wall of iron

7TH-LEVEL URBAN DRUID SPELLS

Control weather
Creeping doom
Disintegrate
Greater scrying
Heal
Mass cure moderate wounds
*Mass repair serious damage**
Mordenkainen's magnificent mansion
Phase door
Sequester
Statue
Transmute metal to wood
True seeing
Wind walk

8TH-LEVEL URBAN DRUID SPELLS

Dimensional lock
Discern location
Earthquake
Finger of death
Iron body
Mass cure serious wounds
*Mass repair critical damage**
Maze
Polymorph any object
Repel metal or stone
Reverse gravity
Word of recall

9TH-LEVEL URBAN DRUID SPELLS

Antipathy
*Citygate**
Foresight
Freedom
Imprisonment
Mass cure critical wounds
Regenerate
Shapechange
Storm of vengeance
Sympathy

Repair Moderate Damage, Mass

Transmutation
Level: Urban Druid 6
This spell functions like *mass repair light damage,* except that it repairs 2d8 points of damage +1 point per caster level (maximum +30).

Repair Serious Damage

Transmutation
Level: Sor/Wiz 3, Urban Druid 3

As *repair light damage,* except *repair serious damage* repairs 3d8 points of damage +1 point per caster level (up to +15).

Repair Serious Damage, Mass

Transmutation
Level: Urban Druid 7

This spell functions like *mass repair light damage,* except that it repairs 3d8 points of damage +1 point per caster level (maximum +35).

Scatterspray

Transmutation
Level: Urban Druid 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No

You point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously. The spray of items makes a burst with a 10-foot radius. If the items are fairly hard or sharp (such as stones, sling bullets, coins, broken glass, or the like), creatures in the burst take 1d8 points of damage. A successful Reflex save negates this damage. Eggs, fruit, and other soft objects deal nonlethal damage.

This spell originally appeared in the *Forgotten Realms Campaign Setting.*

Susurrus of the City

Divination
Level: Urban Druid 5
Components: V, F, XP
Casting Time: 10 minutes
Range: Personal
Effect: You
Duration: 1 round/level

This spell awakens the secret voice of the city and causes a vacant building in the city to speak. The façade of the building forms a crude face and answers questions you have. You may ask one question per round. Each question must be one that can be answered in no more than one word, and the knowledge imparted by the *susurrus of the city* must be knowledge that is known to at least one person who is currently located in the city.

This spell, at best, provides information to aid character decisions. The *susurrus of the city* has no agenda of its own, and does not try to deceive or trick the caster. In cases where there are multiple answers to a question, the spell provides the one that is the most pertinent to the caster. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Focus: An abandoned building in a settlement of at least small town size or larger (see page 137 of the *Dungeon Master's Guide).*

XP Cost: 100 XP

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TRUENAMES AND FETI

The Power and the Peril

by Philip M. Greeley · illustrated by Marc Sasso

What's in a name?

Everything and nothing, but to the spellcaster who invests magic with the power of a truename, a name is power.

A truename is a secret name that a spellcaster acquires after choosing the Truename feat. The option is available to any high-level spellcaster or creature with innate, magical special abilities. Each truename comes with an accompanying fetish, an object of personal significance to the spellcaster and embodying his truename's power. With these, a spellcaster imbues his magic with greater power than he would otherwise be able, but it comes with a price.

A caster can always choose whether or not to use his truename while casting a spell or creating a magic item. Doing so adds puissance to these acts, but each use allows opponents an opportunity to learn his truename, and learning a truename grants great power over the creature so named.

Needless to say, spellcasters who use their truenames go to great lengths—almost any length—to keep their truenames secret and their fetishes secure. Evil creatures stop at nothing to eliminate all sources of knowledge that give evidence of their truenames. Even good creatures take desperate or extreme measures to protect their truenames. Truenames, however, are very difficult to discover. By their nature, truenames cannot be directly learned through the use of any spell, and even the gods are loath to get involved in the dealings of such powerful mortals. The most direct way of discovering a truename is to witness the caster using it. Of course, this is a strategy often fraught with peril.

SHES

AN EXAMPLE TRUENAME

Were Orcus (a demon lord of great fame fully described in the *Book of Vile Darkness*) to take a truename, his history and nature would influence his choices about the phrases he uses as his truename and the item he chooses as his fetish.

As his fetish, he would chose the *Wand of Orcus*. Virtually indestructible and never out of Orcus's sight, the major artifact is a perfect choice. The fact that it can kill other creatures that touch it makes it even more suitable.

Like any spellcaster, Orcus's truename must have three specific parts, but because Orcus is cunning and rightfully paranoid, he would choose to have the maximum of five parts, choosing an additional two phrases or words to refer to himself:

- To refer to his fetish, Orcus chooses "Nannack." The name is a childhood nickname of the human hero whom Orcus killed millennia ago and whose skull now forms the top of the *Wand of Orcus*.
- To refer to his profession, Orcus chooses the title, "Rightful Liege of Death." He chooses that this part of his truename be spoken in Beholder.
- He chooses three names to refer to himself and his history: "Shadow of the Planes" spoken in Githzerai, "Unkillable Prince" spoken in Gnoll, and "Eshowelnax." "Shadow of the Planes" refers to what celestials called him after his return from death, when he took the name Tenebrous. "Unkillable Prince" is a title given him by a cult of his worshippers as they struggled to bring him back from death. "Eshowelnax" is the name of the first creature whose name he knew before killing it.

Orcus then chooses to have his truename spoke in the order outlined above, making his truename: "Nannack, Blor-Bhada Gragroon, Hist'zha'zinnerez, Rwar'ak Urukouah, Eshowelnax."

THE TRUENAME FEAT

To acquire and use a truename, a creature must first take the Truename feat. At the DM's option, certain creatures (such as demons, devils, angels, or dragons) might have a truename automatically and have Truename as a bonus feat.

Truename [General]

You acquire a truename, a secret magic name that affords you power—at a price.

Prerequisites: Spellcraft 12 ranks, fetish object (see Fetishes).

Benefit: At any time after taking this feat, you may perform a ritual that establishes your truename, a unique word of power intrinsically linked to your being. You must have 8 hours of uninterrupted time to prepare and perform the ritual, which requires rare material components including expensive incense, inks, gems, parchments and spices worth a total of 5,000 gp. You must possess the item that is your designated fetish (see Fetishes). You must also pay 200 XP per Hit Die you possess. The benefits and risks of having a truename are detailed in the Truenames and Fetishes sections.

In the event of an interruption of the ritual, the materials are all lost and must be reacquired—including the fetish. No experience points are lost until completion of the ritual. You need not wait until a new feat is gained to attempt a new ritual.

Special: You may have only one truename at any given time, but you may change your truename or rid yourself of any truename. To replace your truename with a new one (or rid yourself of your truename), you pay all the same costs as noted above for acquiring a truename, except as follows: You may use the same fetish or change it to a new one, and the XP cost is 200 XP per HD between your current HD and the HD at which you last acquired a truename. If you don't have your old fetish, or if your old fetish was destroyed, you must take the Truename feat again before you can complete the ritual that changes your truename or rids yourself of a truename.

For example, Falanor the human sorcerer acquires a truename at 12th level and pays 5,000 gp and 2,400 XP. He changes his truename at 15th level by selecting the feat again; he pays another 5,000 gp but pays only 600 XP.

There are three major benefits of changing your truename. First, if anyone has learned your truename, or some part of it, that knowledge is now irrelevant. Second, you can choose a new fetish object, which might have been compromised or stolen. Third, the Spellcraft check to identify your truename increases by +5 for each time you take the Truename feat after the first.

There is a potential disadvantage as well. Items you created with the old truename are no longer as powerful for you, as they lose the power they had that was associated with the old truename. Of course, they continue to function as normal magic items. You may alter these items to utilize your new truename, but you must spend 1,000 gp and 100 XP per item you wish to affect, and you must do so during the rite you perform to establish your new truename. Furthermore, each item adds 1 hour to the time required to complete the ritual.

TRUENAMES

A spellcaster with a truename can use it when casting a spell, creating a magic item, and using a magic item created with his truename. Doing so does not change casting time for spells or activating magic items, nor the costs for creating magic items. When using his truename, a spellcaster puts more power into his spells and items. Of course, the more often he uses it, the greater the chance that his truename can be discovered.

Choosing a Truename

When the truename ritual is completed, the caster establishes a truename for himself. There are certain rules that must be followed when doing so.

- A truename must be a unique name. If the name is already established for another creature on the caster's home plane, the ritual fails.
- A truename cannot be the same as the user's common name.
- Three to five names, words, or titles make up the truename. One of these refers to the truename user, one to the truename user's class or profession, and a third refers somehow to the truename user's fetish. An additional two can be chosen, these must also refer to the truename user.
- The parts of the truename that refer to the user must have some historical significance to the user. It can be a nickname from youth, the name of the user's hometown, the name of a parent, or something else of note.
- Each part of the truename that is translatable (not a unique name) must have a chosen language. If that portion of the truename is spoken in a language other than the chosen language, the truename has no power. Naturally, truename users often seek out and learn dead or obscure languages to phrase their truenames so that they give listeners fewer hints about their pasts and so that listeners that learn about their history cannot easily guess their truenames.

• The truename must have a specific order to its parts. If not spoken in order, the truename has no power.

Spellcasting

When a truename is used during spellcasting, the caster gains three benefits:

• He doubles the appropriate ability modifier for the DC of spells he casts.

• He adds the appropriate ability modifier to his caster level for the purposes of overcoming spell resistance and for dispel checks.

• When an opponent attempts to counterspell a spell cast with a truename, he must make a dispel check, whether or not he's using the identical spell. The DC is 11 + the truename user's caster level + the truename user's ability modifier.

Magic Item Creation

A caster can opt to use his truename when creating a magic item and when using a magic item that was crafted using his truename, gaining certain benefits depending on the item's type. If the item was not crafted using his current truename, he cannot gain the benefits of using his truename when using the item.

• A spell completion item functions as though the spell was cast by the truename-using spellcaster (at the truename user's current caster level, adding the truename user's appropriate ability modifier to the DC and other applicable bonuses, such as the bonus from the Spell Focus feat) without increasing the item's caster level for the purposes of creation or another's use.

• Targeted dispel checks against a magic item created using the caster's current truename that are worn or being used by the truename spellcaster must succeed at a dispel check with a DC equal to 11 + the truename user's caster level + the truename user's ability modifier.

The Risks

Using a truename during spellcasting, magic item creation, or use of a spell-completion item comes with the risk that nearby creatures can learn the name. A truename must be spoken aloud; a creature cannot benefit from the use of a truename while within the area of a *silence* spell or when using the Silent Spell feat. A creature observing the use of a truename may make a Spellcraft or Intelligence check to learn the truename. The base DC for this check is 10 + the caster level of the spellcaster using his truename + his appropriate ability modifier. The base DC increases by +5 each time the spellcaster has changed his truename (see the Truename feat description), and it increases by +5 if the truename user is utilizing a spell-completion item or creating a magic item. An observer gains only one chance to learn the spellcaster's truename during the process of creating a magic item. If an observing creature cannot hear the truename, it must succeed at a DC 25 Spot check modified by distance and distraction before making the usual Spellcraft or Intelligence check. If a creature can neither hear nor see the spellcaster using a truename, it cannot learn the truename. Any observer that has done research (see Researching a Truename) may add the appropriate bonus on the check to learn the truename.

An observer that learns the caster's truename via a successful Spellcraft or Intelligence check gains a measure of power over the caster. First, the truename caster doesn't get any of the benefits of using the truename against the opponent who identified his truename. Second, if that individual is a spellcaster, he gets those same benefits against the truename caster, as if he himself had a truename and was using it. If he also has his own truename and uses it against the one whose name is known, the benefits are doubled, according to the standard rules for doubling in the *Player's Handbook*. Finally, anyone learning the truename can announce it aloud, allowing others an easier chance to learn the truename (Spellcraft or Intelligence check; DC 5 + the caster level of the creature using the truename). Truenames are imbued with a power that all intelligent creatures recognize. Thus, even a creature that has never heard of truenames benefits from knowing one.

Researching a Truename

Researching a truename takes time and effort. A truename is composed of three to five phrases or words, each of which must often be researched individually.

When using his truename, a spellcaster puts more power into his spells and items.

The discovery of a creature's truename could be the basis for an adventure, or it might take a series of quests to discover each part of the name. In general, discovering a truename should not be as simple as a skill check or even a bardic knowledge check. A particularly long-lived and famed spellcaster might have some part of his truename that could be known to scholars in a related field, but since most creatures jealously guard their truenames, the DC for any check related to knowing the name fragment should be high. In any case, to benefit from a truename read in a document or told to a listener, a character must succeed at a Spellcraft or Intelligence check (DC 5 + the caster level of the creature using the truename).

The DM should feel free to design adventures based on finding some lost documentation of a truename or clue about a truename based on the history of the creature that possesses it, but most players seeking to learn a truename will likely attempt to use magic to discover it. Due to the power inherent in truenames, certain rules govern how magic interacts with them. Spells not mentioned below have no ability to help discern a truename.

Analyze Dweomer: If cast on a truename user, the caster gains a +6 bonus on any Spellcraft or Intelligence check to learn the owner's truename. If cast on a fetish, the caster learns how it can be used against a truename user, but the spell does not reveal the truename or the owner of the fetish.

Any Spell with the Scrying Descriptor: If the caster of a scrying spell attempts to use it to learn the truename of an observed creature and succeeds, the truename using creature may make an opposed caster level check with success resulting in the truename user gaining a visual image of the scrier and an accurate sense of his direction and distance.

A fetish is an object of personal significance to a creature with a truename.

Commune* or *Contact Other Plane: Most extraplanar entities will not know if a given object either is a fetish or belongs to a particular individual, nor will they know a creature's truename. However, if the truename user is a long-time foe or ally of the extraplanar creature contacted, it might know an old truename or history of the truename user that could be helpful.

Detect Thoughts: *Detect thoughts* cannot directly reveal a truename, but if successfully used against a creature using its truename, the caster of *detect thoughts* gains a +2 bonus on any Spellcraft or Intelligence check to learn the creature's truename

Divination: A correct *divination* in reply to a question about a truename or fetish never results in the revelation of the truename or fetish object, but it might result in a hint. Such a hint can provide up to a +3 bonus on any Spellcraft or Intelligence check to learn the creature's truename.

Identify: When cast on a fetish, the caster learns how it can be used against a truename user, but the spell does not reveal the truename or the owner of the fetish.

Legend Lore* or *Vision: These powerful spells reveal information based on the caster's familiarity with the topic and whether or not the fetish or truename user (whichever is the focus of the questioning) is at hand. The spell never reveals a full truename or the location of a fetish, but it might provide a description of a fetish or the truename user. If the truename user is at hand, the spell provides the caster with a +6 bonus on any Spellcraft or Intelligence check to learn the creature's truename.

Miracle* or *Wish: These spells cannot directly reveal a creature's truename, but a request for a truename grants the caster a chance to learn the truename as though in the presence of the truename user when he is using it to cast a spell (Spellcraft or Intelligence check, DC 10 + the caster level of the truename user + his appropriate ability modifier [+5 per each time the truename was changed]). These spells can reveal the fetish's location, appearance, and composition.

FETISHES

A fetish is an object of personal significance to a creature with a truename. It can be nearly any object, so long as it is something that can be carried upon the truename user's person.

Fetishes need not be items of great intrinsic material value or durability. They resist physical destruction only as well as normal items of their kind. A fetish becomes a magic item after the ritual to establish a truename, and *detect magic* reveals strong necromancy. The following rules govern a truename user's choice of a fetish:

- It must be an item owned by the truename user.
- It must be something he can wear or carry on his person
- It must be an object (Intelligence, Wisdom, and Charisma scores all equal to 0).
- It must not be the focus for *soul bind, trap the soul,* or any similar spell

Losing a Fetish

The fetish must always be in the possession of its owner, in the sense that it is secured by means of his own devising. Thus, it may be hidden in his lair or tower, guarded by his traps, servants and magic, or carried upon his person. It may not, however, be in the physical possession of anyone else, even a trusted lieutenant. A truename user may not give it away without consequence, whether intentionally or not.

Each day the fetish is out of the owner's possession, the owner must make a DC 20 Will save, with the DC increasing by 1 each day. A failed save results in the truename user being unable to access the power of his truename until he regains possession of the fetish.

If a fetish is destroyed, its owner immediately loses access to the power of his truename. Furthermore, the owner must succeed at a DC 20 Will save or immediately lose 5,000 XP, possibly losing a level in the process.

A Fetish in a Foe's Possession

When a foe possesses a truename user's fetish, the results can be dire for the truename user. In addition to suffering the effects of losing possession of the fetish and the danger of the fetish being destroyed, the foe can use the fetish to gain a measure of power over the truename user. When a foe possesses a truename user's fetish, the foe gains the following benefits:

- The foe can make the duration of any binding spell (such as the various *magic circle* and *planar binding* spells) permanent, instead of 24 hours per level.
- The truename user suffers a -4 penalty against any enchantment spell cast by the possessor of his fetish.
- The possessor of the fetish gains a +4 bonus to saving throws to resist spells cast by the owner of the fetish.

USING TRUENAMES AND FETISHES

Truenames are an option that DMs can introduce into their campaigns to add a degree of power and risk beyond that inherent in the game. They are ideal for powerful NPC foes of the party, as they offer tougher challenges. Furthermore, many adventure hooks and plot lines can be developed as a result of the use of truenames. In addition, those PCs willing to accept the risks of acquiring a truename stand to gain great power themselves.

Eye of Newt and Toe of Frog
USING POWER COMPONENTS

by Jim Bishop and F. Wesley Schneider · illustrated by David Walhstrum

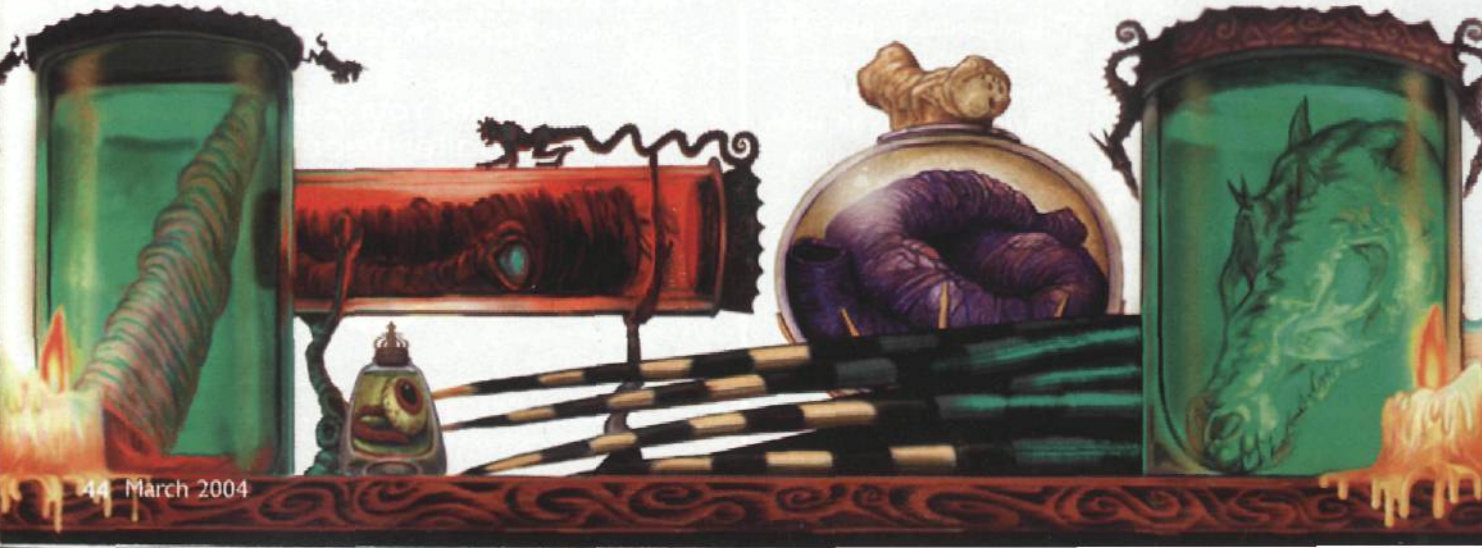
Fillet of a fenny snake, In the cauldron boil and bake;
Eye of newt and toe of frog, Wool of bat and tongue of dog,
Adder's fork and blind-worm's sting, Lizard's leg and owlet's wing,
For a charm of powerful trouble, Like a hell-broth boil and bubble.
—William Shakespeare, Macbeth, Act IV, Scene 1

The power components optional rule in the *Dungeon Master's Guide* gives an alternative to spending XP on spells and magic items. Instead of using personal energy to power a spell, a spellcaster may substitute a special material component. These "power components" are rare and very valuable, and might even be a secret known only to a few spellcasters.

Introducing power components into a campaign has many advantages. You can use them to motivate the player characters, drawing them into situations they wouldn't otherwise consider with quests for rare materials. Power components also serve as a form of treasure for monsters that do not hoard wealth, most notably animals, many magical beasts, and vermin. Because the market for power components is entirely up to the DM, this form of treasure is easily controllable and carries a low risk of unbalancing a game.

Using obscure parts of monsters as ingredients for spellcasting also adds flavor to the game. You're free to decide exactly how much the PCs and other inhabitants of your world know about the subject—a quest for a power component might begin with locating a sage or intelligent monster who can provide the necessary recipe. Once the information is in hand, the party still must hunt down the creature in question.

Finally, if power components can be bought on the open market, they provide a handy way of separating PCs from



their hard-earned gold. While low-end components don't break the bank, at higher levels, they run into the tens of thousands of gold pieces.

Introducing and Using Power Components

Although the *Dungeon Master's Guide* warns that power components have the potential to remove the only hard control on creating magic items and casting powerful spells (XP), this is largely dependant on their implementation and use. Being bonuses for making skillful use of defeated threats, power components can offer new options and resources to canny characters of various classes. Also, by following the rules and suggestions presented in this article, these campaign options should pose little risk of unbalancing your game.

Power components do have the potential to significantly influence a game-world's economy. Because of their market value and the dense population of monsters in most campaigns, a party could hunt down low-CR creatures to collect power components (and profit) with little personal risk.

Power Components for Spell XP Costs

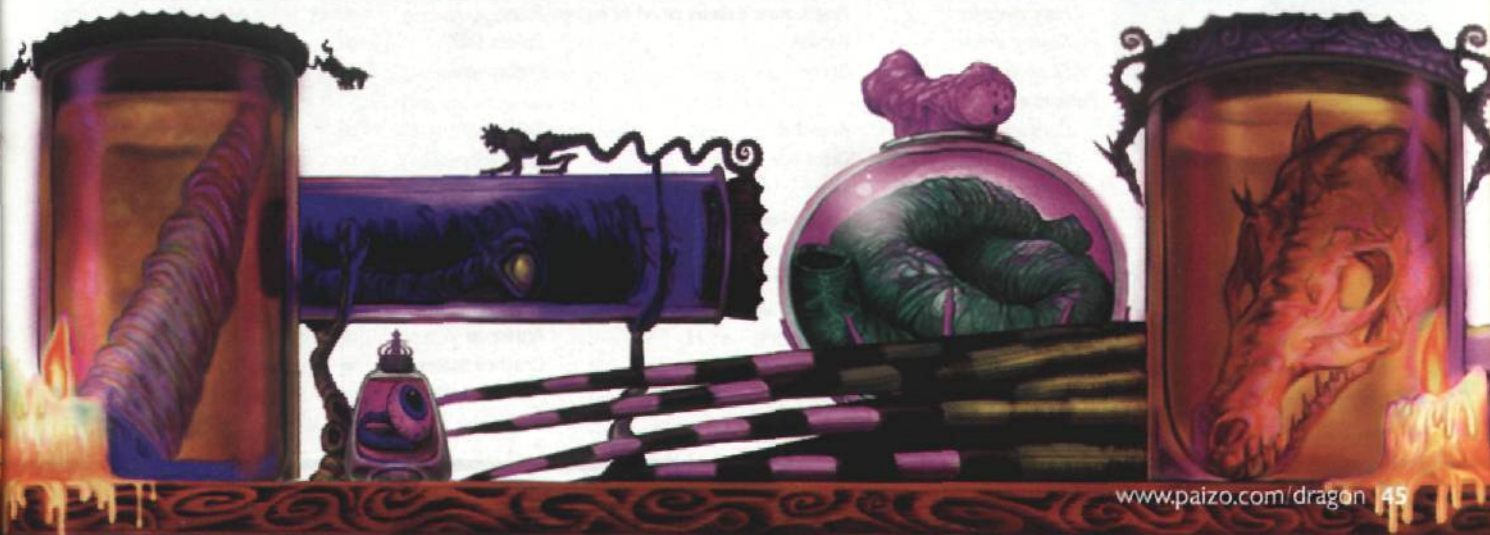
Spell	Creature	Component	XP Value	Market Price
Atonement (evil or neutral caster)	Eladrin, ghaele	Heart	500	2,500 gp
Atonement (good or neutral caster)	Devil, Ice (gelugon)	Heart	500	2,500 gp
Awaken	Elder elemental (any)	Vital essence	250	1,250 gp
Commune (evil or neutral caster)	Lillend	Tail	100	500 gp
Commune (good or neutral caster)	Demon, succubus	Lips	100	500 gp
Gate	Devil, horned (cornugon)	Powdered brain	1,000	5,000 gp
Limited wish	Devourer	Rib cage	300	1,500 gp
Miracle (evil or neutral caster)	Treant, elder*	Roots (all)	5,000	25,000 gp
Miracle (good or neutral caster)	Slaad, black*	Eyes	5,000	25,000 gp
Permanency				
Darkvision	Nightshade, nightwalker	Eyes	1,000	5,000 gp
Detect magic	Mummy lord	Wrappings (all)	500	2,500 gp
Magic fang, greater	Dragon, black, very old	Fangs	1,500	7,500 gp
Phase door	Anaxim*	Head blade	3,500	17,500 gp
Prismatic sphere	Dragon, prismatic, young adult, celestial*	Powdered skull	4,500	22,500 gp
Symbol of death	Winterwight*	Skull	4,000	20,000 gp
Symbol of pain	Evil Cleric, 20th level or higher	Scalp	2,500	12,500 gp
Planar ally	Nightmare, cauchemar	Hooves (all)	250	1,250 gp
Planar ally, greater	Slaad, death	Crushed claws (all)	500	2,500 gp
Planar ally, lesser	Slaad, red	Powdered fangs	100	500 gp
Restoration, greater	Unicorn, celestial charger	Horn	500	2,500 gp
Simulacrum	Golem, greater stone	Head	1,000	5,000 gp
Vision	Umber hulk	Faceted eyes	100	500 gp
Wish	Dragon, gold, wyrm	Heart	5,000	25,000 gp

*From the *Epic Level Handbook*

Nightmare's Hoof: While useful in the creation of fire-creating and fire-resisting items, care must be taken in acquiring such prizes.

It is important to note that the creatures themselves are fearsome and dangerous beasts.

The supernatural fire that burns while they live fades quickly upon death. Thus, their hooves must be collected quickly and placed in a jar filled with a special oil that allows the flames to burn.



However, a party could do this regardless of whether power components are available or not. Most groups choose not to, though, simply because there are more interesting things to do.

How power components are presented is also largely up to the DM and the campaign's flavor. Rather than being widely accepted, there could be prohibitions against buying and selling power components. Maybe the local council of druids has outlawed trading in creature parts, or the market might be entirely underground, and for the PCs to buy or sell power components, they must break strict local laws. These possibilities can significantly influence how PCs view power components and can make them ingredients for a wide variety of adventures.

If the DM wants to add these options to an existing game or give the PCs a more active part in their discovery, it could require a Knowledge check (of the kind relating to a creature's type) or Spellcraft check to learn about power components. Making such checks allows the PCs to feel that they have performed a noteworthy feat in discovering these possibilities, but it also retains the DM's control of where, when, and how they are found. The only downside to this more mysterious interpretation of power components is that it could prevent the widespread use and trade of harvested items, as only someone else who has already discovered their secrets will be willing to pay for them.

Another way to maintain the unusual and powerful feel of power components is to make them available only from the rarest creatures. This doesn't mean only the most powerful creatures, though. The PCs might still be able to harvest as many giant fire beetle oil ducts as they want, they just have to travel to the remote island volcano where the creatures live. This treatment assures that quests to seek out power components will not be undertaken lightly.

Regardless of how you introduce power components into your game, keep in mind the effects they can have on your world's economy and system of magic, and make sure that you and your players favor these changes. Also, remember that the tables below are merely meant to be suggestions, not comprehensive, nor suited to every campaign. Allow as many or as few of these power components as suit your game, and feel free to create your own.

Harvest and Transport

Now that the PCs have discovered the existence of power components, found the specific ingredients for their spell or item, and hunted down the creature in question, what's next?

The answer depends on the specific component and monster. Sawing off the horn of a giant stag beetle, taking a suitably useful couatl's feather, or other simple task should require a DC 10 Survival check. However, a more complex task could raise the DC of this check significantly, such as +5 to strip the ridges from a displacer beast's tentacles or +10 to extract a wraith's ectoplasm, depending on how complicated the DM deems the operation. Failing such a check indicates that the power component was ruined in the attempt to harvest it. To aid in this check, characters who possess 5 or more ranks in the Knowledge skill related to the creature type they are harvesting from (such as Knowledge (dungeoneering) for aberrations and oozes or Knowledge (the planes) for outsiders) gain a +2 synergy bonus to these Survival checks.

Once harvested, power components require special care to avoid losing their potency. If left untreated, a power

Stirge's Wing: Dangerous little blighters, despite their small size. Their wings find occasional use in items (particularly potions) that enable the user to fly.

Power Components for Magic Item XP Costs

Magic Item	Creature	Component	XP Value	Market Price
Armor				
Banded mail of luck	Dragon, bronze, adult	Chest scales (all)	756	3,780 gp
Breastplate of command	Angel, planetar	Wings	1,016	5,080 gp
Demon armor	Devil, horned (cornugon), 21+ HD	Complete hide	2,090	10,450 gp
Spined shield	Fiendish manticore, 16+ HD	Tail	223	1,115 gp
Winged shield	Archon, trumpet 14+ HD	Flight feathers (all)	690	3,450 gp
Weapons				
Dagger of venom	Devil, barbed (hamatula)	Cranial spine	332	1,660 gp
Flame tongue	Dragon, red, adult	Tongue	829	4,145 gp
Holy avenger	Angel, solar paladin 1st lvl or higher	Spine	4,825	24,125 gp
Slaying arrow	Basilisk	Spines (all)	91	455 gp
Sleep arrow	Stirge	Proboscis	5	25 gp
Potions and Oils				
Cat's grace	Krenshar	Tail	12	60 gp
Cure moderate wounds	Giant bee	Royal jelly (all)	12	60 gp
Cure serious wounds	Lion	Adrenal gland	30	150 gp
Eagle's splendor	Half-celestial eagle	Feathers (all)	12	60 gp
Fly	Pegasus	Hooves (all)	30	150 gp
Fox's cunning	Sprite, nixie	Scales (all)	12	60 gp
Haste	Dinosaur, deinonychus	Toe claws (all)	30	150 gp
Invisibility	Sprite, grig	Antennae	12	60 gp
Owl's wisdom	Pseudodragon	Crushed scales (all)	12	60 gp
Rage	Giant wasp	Powdered stinger	30	150 gp

component becomes unusable in 1d6 days. This period of usefulness can be discerned by a making a DC 12 Spellcraft check, and a character can even extend it by making a successful DC 15 Craft (alchemy) check. Succeeding at this Craft (alchemy) check prolongs the power component's usefulness by 1 week, plus an additional 1 week for every 5 points the character succeeds at this check. Thus, if a character makes a Craft (alchemy) check of 28, they are able to add 3 weeks to a single component's usefulness. However, if the character fails this Craft (alchemy) check, they either do not extend the component's freshness (if they fail by less than 5) or render the component useless (if they fail by 5 or more). Once a power component's potency has been extended, it cannot be extended again. Both the *gentle repose* spell and *unguent of timelessness* can also greatly extend a power component's "shelf life."

Supernatural components, such as demon humors, elemental remains, ectoplasm, or formian royal jelly, must be stored in an airtight container made from a nonporous material, such as glass.

Some power components are listed along with a descriptor that denotes processing, such as "dried," "powdered," or "rendered." Before such items can be used, they must be properly treated, requiring a DC 10 Craft (alchemy) check, with a failure of 5 or more resulting in the destruction of the component.

Pricing and Placing Power Components

Choosing a value for a power component is easy. When the component replaces an XP cost for casting a spell or creating a magic item, its market price should be the number of XP multiplied by 5.

Picking an appropriate creature can be just as simple. In most cases, the market price of a power component should not exceed 20% of the treasure value a party of adventurers should receive for overcoming an encounter with an EL equal to the monster's CR. If a creature's body contains multiple power components, their total value should not exceed that number. Of course, you can break this guideline and exceed that value if you want to—especially with creatures that don't carry treasure or carry less than the standard amount.

You might find it fun and useful to thematically link the power components to the creature. For instance, a young blue dragon's tongue might be used to pay for a *wand of lightning's* XP cost. Alternatively, power components might have more arcane associations. The reason why a titan's thumb replaces part of the XP cost of the *simulacrum* spell, for example, might be linked to some event in the history of your campaign world.

Power Components for Experience Point Costs

The Power Components for Spell XP Costs and Power Components for Magic Item XP Costs tables provide a variety of examples for creatures and what components might contribute to the creation of a magic item or the casting of a spell. When used in the casting of a spell with an XP cost, a power component counts as an additional material component. Power components are consumed after they are used.

Power Components in Place of Gold Pieces

Power components can substitute for other costs besides XP. For instance, certain items could stand in for expensive material components used in spellcasting. A spell that normally

Power Components for Magic Item XP Costs

Magic Item	Creature	Component	XP Value	Market Price
Rings				
Jumping	Devil, hellcat (bezekira)	Footpads	100	500 gp
Protection +1	Xill	Scales (all)	80	400 gp
Spell storing, major	Demilich, 25+ HD*	Soul gems	8,000	40,000 gp
Wizardry (2)	Spellcaster, 18th level or higher	Larynx	1,600	8,000 gp
Rods				
Cancellation	Beholder	Central eye	440	2,200 gp
Lordly might	Inevitable, marut, 25+ HD	Gear column	2,800	14,000 gp
Rulership	Dragon, gold, mature adult	Feet (all)	2,400	12,000 gp
Splendor	Archon, hound hero	Heart	1,000	5,000 gp
Staffs				
Fire	Elemental, elder, fire 40+ HD	Vital spark	710	3,550 gp
Frost	Dragon, white, wyrm	Jaw bone	2,250	11,250 gp
Healing	Cleric, 16th level or higher	Palms	1,110	5,550 gp
Power	Dragon, force, adult*	Horn	8,440	42,200 gp
Wondrous Items				
Boots of the winterlands	Remorhaz	Dried heat glands	100	500 gp
Cloak of the bat	Nightshade, nightwing 25+ HD	Wing membranes	1,040	5,200 gp
Gauntlets of ogre power	Ogre barbarian, 6th lvl or higher	Fists	160	800 gp
Hand of the mage	Mephit (any)	Right hand	36	180 gp
Horn of blasting	Yrthak, 27+ HD	Horn	800	4,000 gp
Mirror of life trapping	Atropal*	Eyes	8,000	40,000 gp
Well of many worlds	Titan	Skull	3,280	16,400 gp

*From the *Epic Level Handbook*

Owlbear's Claw: Every large predatory creature should be approached with care.

Owlbear claws prove especially useful in concoctions granting their imbiber greater strength or staying power.

Flight Feathers of the Trumpet Archon: Some clerics and wizards possessing an overabundance of scruples refuse to use these difficult-to-collect items.

Those who do choose to use them find that they are useful in the creation of magic shields that grant their uses flight.

Harvester's Field Kit

An initial inspection of one of these thick leather satchels reveals what looks to be the contents of a particularly well-stocked healer's kit. However, among the various cutting implements (varying from bone saws to scalpels), serrated pins, tongs, pliers, unguents, oils, and culture jars, there is no evidence of any materials to clean or bandage a subject after the implied surgery. Perfect for the swift and precise extraction of organs and other bodily materials, this grim toolkit provides a +2 circumstance bonus on all Survival checks made to extract power components and to Craft (alchemy) checks to prepare or preserve them.

Cost: 60 gp; Weight: 3 lbs.

requires a powdered gem or reliquary, for example, could work just as well with the eyes or heart of a rare monster.

These power components compensate for the entire material component cost of these spells, and thus need to be taken from a creature challenging enough to leave behind a component of sufficient value. As previously noted, a monster shouldn't grant a power component worth more than 20% of the treasure of an encounter of the same EL. Using this system, characters will find that "earning" their material components is cheaper than buying them, but much more dangerous. The Power Components for Spell GP Costs table presents a list of example spells, the associated creature, and the component that might be used in casting.

Power Components and Non Magical Items

A final option is for certain power components to be used in place of material costs (in gold pieces) when constructing nonmagical items. Special substances and items are excellent candidates for this option.

In this case, the power component takes the place of the standard raw materials, and the cost to create (in gold pieces) becomes 0 gp. A

Power Components for Spell Costs

Spell Name	Monster	Component	Market Price
Analyze dweomer	Lammasu, golden protector	Brain	1,500 gp
Atonement	Demon, succubus	Tongue	500 gp
Bless water	Aasimar	Fingers (all)	25 gp
Clone	Golem, clay	Primal clay	1,000 gp
Circle of death	Spectre	Ectoplasm	500 gp
Forbiddance	Demon, retriever	Eyes	1,500 gp
Identify	Archon, lantern	Body	100 gp
Legend lore	Genie, djinni	Tongue	250 gp
Magic jar	Vargouille	Skull	100 gp
Raise dead	Nightshade, nightwalker	Heart	5,000 gp
Reincarnate	Couatl	Wings	1,000 gp
Restoration	Lizard, monitor	Tail	100 gp
Sepia snake sigil	Yuan-ti, abomination	Tongue	500 gp
Shield of law	Formian, taskmaster	Cranial carapace	500 gp
Symbol of death	Nightshade, nightwalker	Palms	5,000 gp
Symbol of fear	Demon, bebilith	Mandibles	1,000 gp
Symbol of insanity	Slaad, gray	Brain	5,000 gp
Symbol of pain	Monstrous scorpion, Gargantuan	Stinger	1,000 gp
Symbol of persuasion	Bard, 14th level or higher	Tongue	5,000 gp
Symbol of sleep	Night Hag, 10+ HD	Horns	1,000 gp
Symbol of stunning	Monk, 16th level or higher	Fists	5,000 gp
Symbol of weakness	Devil, horned (cornugon)	Ridges (all)	5,000 gp
Teleportation circle	Formian, myrmarch	Antennae	1,000 gp
Temporal stasis	Inevitable, marut	Crushed gears (all)	5,000 gp
True resurrection	Gloom*	Heart	25,000 gp
Wish	Dragon, mature adult, gold	Heart	10,000 gp

*From the *Epic Level Handbook*

Mohrg Viscera: This foul material is the bloated remains of a once-living being eternally cursed to unlife as a "mohrg." While not particularly difficult to collect, the unholy stench of mohrg viscera clings to the unwary. The hands of those who touch the viscera stink of death for hours. This makes eating an unpleasant task.

Power Components for Non Magical Items

Item	Craft Check	Creature	Component	Market Price
Weapons				
Masterwork dagger	Weaponsmithing	Lizardfolk	Cranial scale	51 gp
Masterwork longbow	Weaponsmithing	Ankheg	Leg and sinew	125 gp
Masterwork longsword	Weaponsmithing	Giant bee	Stinger	55 gp
Masterwork shortspear	Weaponsmithing	Crocodile	Tail bone	105 gp
Masterwork spiked chain	Weaponsmithing	Snake, constrictor	Spine	109 gp
Armor				
Banded Mail	Armorsmithing	Thoqqua	Segments (all)	84 gp
Full Plate	Armorsmithing	Bulette	Armor plates (all)	500 gp
Masterwork half-plate	Armorsmithing	Tojanida, adult	Shell	250 gp
Masterwork leather	Armorsmithing	Giant ant, worker	Dried carapace	54 gp
Masterwork full plate	Armorsmithing	Gorgon	Hide	550 gp
Adventuring Gear				
Alchemist's lab	Alchemy	Doppelganger	Glands (all)	167 gp
Belt pouch	Weaving	Toad	Hide	4 sp
Magnifying glass	Glassworking	Monstrous spider	Eye	34 gp
Oil, 1 flask	Alchemy	Bat	Gizzard	3 cp
Special Substances and Items				
Antitoxin	Alchemy	Monstrous centipede	Venom sacs	17 gp
Everburning torch	Alchemy	Elemental, Small, fire	Vital spark	37 gp
Thunderstone	Alchemy	Giant fire beetle	Head	10 gp
Tindertwig	Alchemy	Tiefling	Fingers (all)	4 sp

Atropal Eyes: While eyes of many creatures find use in magical and alchemical creations, it is only from the eyes of very powerful creatures that the most potent items come.

Atropal eyes, for example, can be used in the creation of a mirror of life trapping. Despite the risk posed by such powerful beings, some consider the reward well worth it.

successful Craft check is still necessary to create the item, and if the check fails by 5 or more, the power component is ruined. Crafting the item still takes the normal amount of time (see page 70 of the *Player's Handbook*).

As in previous examples, the power components used in the creation of these items should account for no more than 20% of the treasure of an Encounter Level of the creature's CR. The Power Components for Nonmagical Items table presents several example creatures, the power components they might have, and what items could be crafted from them. As above, these are only suggestions, and DMs should feel free to create their own, as long as they adhere to the formula above, and the necessary materials can conceivably be found within the creatures they choose.

ADVENTURE HOOKS

Power components are a rich source of adventure hooks and scenario ideas. Because the items and spells in question are linked to monster CR, you can use the above lists to avoid creating encounters that are too easy or impossibly hard. Here are a few suggestions for adventures:

- A flood of attacks in outlying villages by krenshars coincides with a rash of daring robberies in a large town. When the PCs investigate, they find that the thieves' guild is paying bounties on the krenshars' tails, and poachers are chasing the prides from their hunting grounds. The tails are going to guild spellcasters to brew *potions of cat's grace*, which are in turn being used to rob shops and houses around the city.
- A ghostly dragon is terrorizing a wizard's tower, and the elderly caster begs the party for help. The creature appears to be a adult gold dragon that walks on jagged, boney stumps. It only appears on certain days of the month, but the wizard pleads ignorance of the creature's motives. A little research reveals that the dragon was hunted down by adventurers in the wizard's employ and held captive in the tower on the same days of the month that the ghost now haunts it. The wizard has a new *rod of rulership*, which was created with the dragon's claws.
- After the party destroys a nest of basilisks in the wilderness outside of town, a stranger offers a generous sum of money for the bodies. He refuses to explain what he wants them for and attempts to steal them if the party won't sell. The stranger is an assassin planning to use the spines to create *slaying arrows*.
- Rangers on the frontier tell of an orc warlord who has sent runners far into the mountains in search of a beast that slays with its cry. The warlord intends to use the ancient yrthak's horn to create a *horn of blasting*, then lay siege to the castles that guard a nearby kingdom's borders.
- The crown prince's 18th birthday is approaching, and the king has announced that whoever gifts his son with a *flame tongue* will be named a peer of the realm. An adult red dragon lives conveniently nearby, but the party is not the only group of ambitious adventurers seeking a title, and they must race against their rivals to slay the monster and present a sword to the prince.
- A gloom has gone on a killing spree through the city. Someone of particular importance is killed. The only way to ressurect the person is by brewing a potion of *true ressurection* using the gloom's heart.

Some search outward for arcane power and knowledge; others look deeper within themselves. This article describes three potent new prestige classes, each drawing on—and maximizing—the abilities of a different aspect of the body.

Twenty years ago, the archmage Vella Joskovi had a crisis of faith. She had studied human physiology extensively, and she marveled at human potential but lamented at how that potential—in herself as much as in humanity at large—was being squandered.

Joskovi sought out and drew to her side three talented apprentices, each with their own strengths, and shared her vision with them. The first was stoic and stable, and possessed remarkable insight into architecture and engineering. He accepted the task of unlocking the secrets of the living skeleton. The second was talented but mercurial and given to physical impulses most wizards shy away from. He studied the briny passions of the body's organs and glands. The third student was inscrutable and distant, but with a titanic intellect. She crafted intricate, even beautiful, hypotheses with such vision that they struck Joskovi like thunderclaps. She focused upon not merely the brain but the entirety of the central nervous system.

BODY OF KNOWLEDGE

Feeling it in the Bones

by Andrew M. Scott · illustrated by Wayne Reynolds

OSTEOMANCER

Not all arcane spellcasters who specialize in bones traffic with the undead. Many osteomancers, in fact, see themselves as artists; sculptors who just happen to use their bones (or to use their terminology, their "core") as their chosen medium.

The pioneer of osteomancy was Wendell Chirain. He was a complex man, driven by passions no person truly understood. He was a pragmatist and sneered at even the suggestion of sentimentality. Yet he was given to acts of astonishing charity, often to people he met once and would never see again.

Osteomancers are no more inclined to good or evil than any other character, but their macabre accoutrements and their tendency toward the bizarre tends to alienate the average person. There appears to be a resonance within the practice of osteomancy that causes portions of Chirain's worldview to be adopted by his fledgling students. There are many tales of mischievous osteomancers scaring tavern-goers witless by ostentatiously sneezing and then using their ability to turn boneless and slumping to the floor, as if struck down by some curse or magical plague. Others have put on impromptu shows to amuse local children by extending and retracting bone spurs at random. However, such displays often have social consequences, and wise osteomancers—or ones who have grown tired of being chased out of cities at pitchfork-point—learn discretion. Those who are less wise do not live as long.

Interestingly, this class does not attract those who specialize in necromancy; at its heart (or rather, marrow), osteomancy is about transmutation. Druids tend to be polarized in their attitudes and are either appalled or enchanted. No other class has a prejudice one way or the other, although they—like anyone else—might be taken aback by an osteomantic display. Osteomancers tend not to come from the longer-lived races. Dwarves, gnomes, and elves tend to be deeply suspicious of magic that warps their mortal frames. After all, they are possessions they intend to keep intact for centuries.

Masters of the very support structures of the body, the bone mages known as osteomancers strike fear in the heart of those who oppose them. They are not only competent spellcasters, but can also hold their own in melee.

HIT DIE
D8

OSTEOMANCER REQUIREMENTS

To qualify to become an osteomancer, a character must fulfill all of the following criteria.

Spellcasting: The ability to cast at least five transmutation spells, one of which must be 3rd-level or higher.

Skills: Heal 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.

Feat: Toughness.

OSTEOMANCER CLASS SKILLS

The osteomancer's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill points at each level: 2 + Int modifier.

OSTEOMANCER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+2	+0	+2	Boneless, immunity to disease	
2	+1	+3	+0	+3	Skeletal shift	+1 level of existing class
3	+2	+3	+1	+3	Bone spurs, unnerve	
4	+3	+4	+1	+4	*Enlarge/reduce*, iron bones	+1 level of existing class
5	+3	+4	+1	+4	Seize the core, silver bones	
6	+4	+5	+2	+5	Aligned bones	+1 level of existing class
7	+5	+5	+2	+5	Adamantine bones	
8	+6	+6	+2	+6	Sap life	+1 level of existing class
9	+6	+6	+3	+6	Wield the core	
10	+7	+7	+3	+7	Osteophage	+1 level of existing class

OSTEOMANCER

CLASS FEATURES:

All of the following are class features of the osteomancer prestige class.

Weapon and Armor Proficiency: Osteomancers gain no additional proficiency with any weapon or armor.

Spells Per Day: At every even level gained in the osteomancer class, a character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an osteomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Boneless (Su): At will, as a full-round action, an osteomancer may dissolve or restore his own skeleton. He becomes able to travel at a speed of 10 feet through muscular control taught to all novice osteomancers (he may not run). The osteomancer may now fit in minute spaces and crawl under barriers, with one important caveat: the osteomancer must at all times take care to protect his organs, making sure they are not squashed or crushed. For simplicity's sake, assume the osteomancer cannot travel through any space smaller than 6 inches in diameter.

While in this form, the osteomancer is considered prone. He cannot use a shield, and loses his Dexterity bonus to Armor Class. He can't attack or cast spells with verbal, somatic, material, or focus components while boneless. (This does not rule out the use of certain spells that the osteomancer might have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.)

Immunity to Disease (Ex): Due to their phenomenal understanding of bone and the role it plays in the immune system, osteomancers are immune to disease, including supernatural and magical diseases.

Skeletal Shift (Ex): As a standard action, 2nd-level osteomancers can shift the bone structure of their limbs and face (including teeth) to appear as a different person, at will. This ability grants a +3 bonus to Disguise checks.

Bone Spurs (Su): The 3rd-level osteomancer may, as a free action, cause portions of his skeleton to break his skin and protrude, causing him no damage or disability whatsoever. The protruding bones act as armor spikes and spiked gauntlets. The osteomancer is automatically proficient in the weapons forged directly from his own skeleton, but not the normal weapons of the same type. Note that while normal bone is far more fragile than any forged weapon, the osteomancer's supernatural skill causes his exposed bones to have the strength of steel. He may use this ability at will. As natural weapons, the osteomancer's bone spurs cannot be sundered.

Unnerve (Su): As an extension of the above ability, an osteomancer may sculpt his protruding bone into terrifying shapes, such as sinister leering faces. Creatures within 30 feet of the osteomancer attempting to strike or otherwise directly attack the osteomancer, even with a targeted spell, must attempt a Will save (DC 10 + osteomancer level + Charisma modifier). If the save succeeds, the opponent is unaffected and immune to that particular osteomancer's unnerve effect for 24 hours. If the save fails, the opponent suffers a -2 penalty on every attack roll against the osteomancer for the next 24 hours. A creature only has to make one save against a particular osteomancer per 24 hour period. This is a mind-affecting, fear effect.

***Enlarge/Reduce* (Sp):** Beginning at 4th level, once per day, the osteomancer may cast *enlarge person* and *reduce person* on himself, as cast by a sorcerer of the osteomancer's class level.

Iron Bones (Su): A 4th-level osteomancer's bone spurs act as cold iron weapons for the purpose of overcoming damage reduction.

Seize the Core (Su): Once per day, the 5th-level osteomancer can take temporary control of the skeletons of his opponents, paralyzing them. He can affect up to one creature per osteomancer level within 60 feet, no two of which can be more than 30 feet apart. Each subject is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier). Creatures without skeletons (such as oozes) are not affected. Subjects affected by this ability are held immobile as though paralyzed. As this ability targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. A winged creature affected by this ability cannot flap its wings and falls. A swimmer cannot swim and might drown. Creatures immune to paralysis are not immune to this effect.

Silver Bones (Su): A 5th-level osteomancer's bone spurs act as both silver and cold iron weapons for the purpose of overcoming damage reduction.

Aligned Bones (Su): At 6th level, an osteomancer's bone spurs take on any non-neutral alignment the character has (chaotic, evil, good, or lawful) for the purpose of overcoming damage reduction. For example, a lawful neutral osteomancer's bone spurs act as lawful weapons. A wholly neutral osteomancer must choose for his bone spurs to be chaotic, evil, good, or lawful for the purpose of overcoming damage reduction. Once chosen, this alignment component cannot be changed.

Adamantine Bones (Su): A 7th-level osteomancer's bone spurs act as adamantine, cold iron, and silver weapons for the purpose of overcoming damage reduction.

Sap Life (Su): As a touch attack, an 8th-level osteomancer can cause a malaise to settle into the core of an opponent's bones. This effect deals 2d4 points of Strength damage unless the opponent makes a Fortitude save (DC 10 + osteomancer level + Charisma modifier). The osteomancer can use this ability a number of times per day equal to 1 plus his Charisma modifier (minimum 1). This ability can only affect living creatures with a skeleton.

Wield the Core (Su): At 9th level, the osteomancer can telepathically control the physical actions of any creature with a skeleton. The target creature must be within 30 feet, and is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier) to negate the effect. On a failed save, the osteomancer can control the movements of the subject by forcing its bones to move however the osteomancer wills.

The effect only allows the osteomancer to control the movement of the creature's bone structure, and not its mind. Thus, the osteomancer cannot make the controlled creature speak, but he can cause the creature's jaws to clench shut, which would prevent a character from casting a spell with a verbal component or using an item that has a command word. This effect lasts for 1 minute per osteomancer level.

Obviously self-destructive commands, such as forcing the creature to walk off a cliff or jump into lava, end the effect. Once control is established, the range at which it can be exercised is unlimited, as long as the osteomancer has line of effect to the subject. Because the osteomancer must remain in line of effect (and therefore potentially keeping himself in harm's way), commanding a creature to face an obviously superior foe does not end the effect.

As this power targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. The osteomancer can use this power three times per day.

Osteophage (Su): This 10th-level ability is the most lethal power at the osteomancer's command. Once per day, an osteomancer can cause the skeleton of a target to liquefy in a matter of seconds, causing the target to collapse in on itself. This collapse causes instant death on a failed Fortitude save (DC 15 + Charisma modifier); a successful save prevents skeletal collapse but still deals 10d6 points of damage.

FLUX ADEPT

Make no mistake: The path of the flux adept is far more physical and bloody than most mages would ever want to experience. The creed of the adept is that the body is in constant turmoil, and that turmoil should be embraced and empowered, not overcome. Arcane magic opens the door to the true potential of what is usually thought as mere scaffolding for the brain: muscles, glands, organs. However, these systems, given their due, can turn any creature—mage or not—into an awesome force.

Gil Vakaroth was not the most intelligent of Joskovi's apprentices. He was certainly not the most introspective. Even the name of his vocation was not thought of by him; it was actually a title of derision supplied by Chirain. Vakaroth had vision, though, and he had confidence in the song of blood in his veins. Long before he had perfected his craft, dozens of his enemies paid the ultimate price for underestimating him.

CLASS FEATURES:

All of the following are class features of the flux adept prestige class.

Weapon and Armor Proficiency: Flux adepts gain no additional proficiency with any weapon or armor.

Spells Per Day: At every odd-numbered level, a flux adept gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding this prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a flux adept, she must decide to which class she adds the new level for purposes of determining spells per day.

Grace Through Will (Ex): The simplest lesson of the path of the flux adept is the means to precisely control all of the body's muscles. While this is by no means something that can be mastered immediately, the mind and body can be made, in time, to work as one. The character adds half her flux adept level to all Balance, Climb, Escape Artist, and Tumble skill checks.

Pheromonic Control (Ex): At 2nd level, the flux adept learns that beauty is more than skin deep—it lies at least as deep as the glands. Three times per day, the flux adept may create an affect that functions like *eagle's splendor*, as cast by a sorcerer of the flux adept's class level. In addition, the flux adept gains an additional +2 bonus on any Charisma-based skill check made against a creature with the scent ability.

Thermoregulation (Su): A 2nd-level flux adept can, at will, vary her skin and blood to cope with extremes of temperature, even when these extremes have magical origins. The flux adept gains a +2 bonus to all saves against fire or cold effects, as well as Fortitude saves made in cold or very hot conditions (see the *Dungeon Master's Guide*, pages 302 and 303). At 7th level, the bonus increases to +4, and the flux adept is immune to the effects of cold and hot conditions.

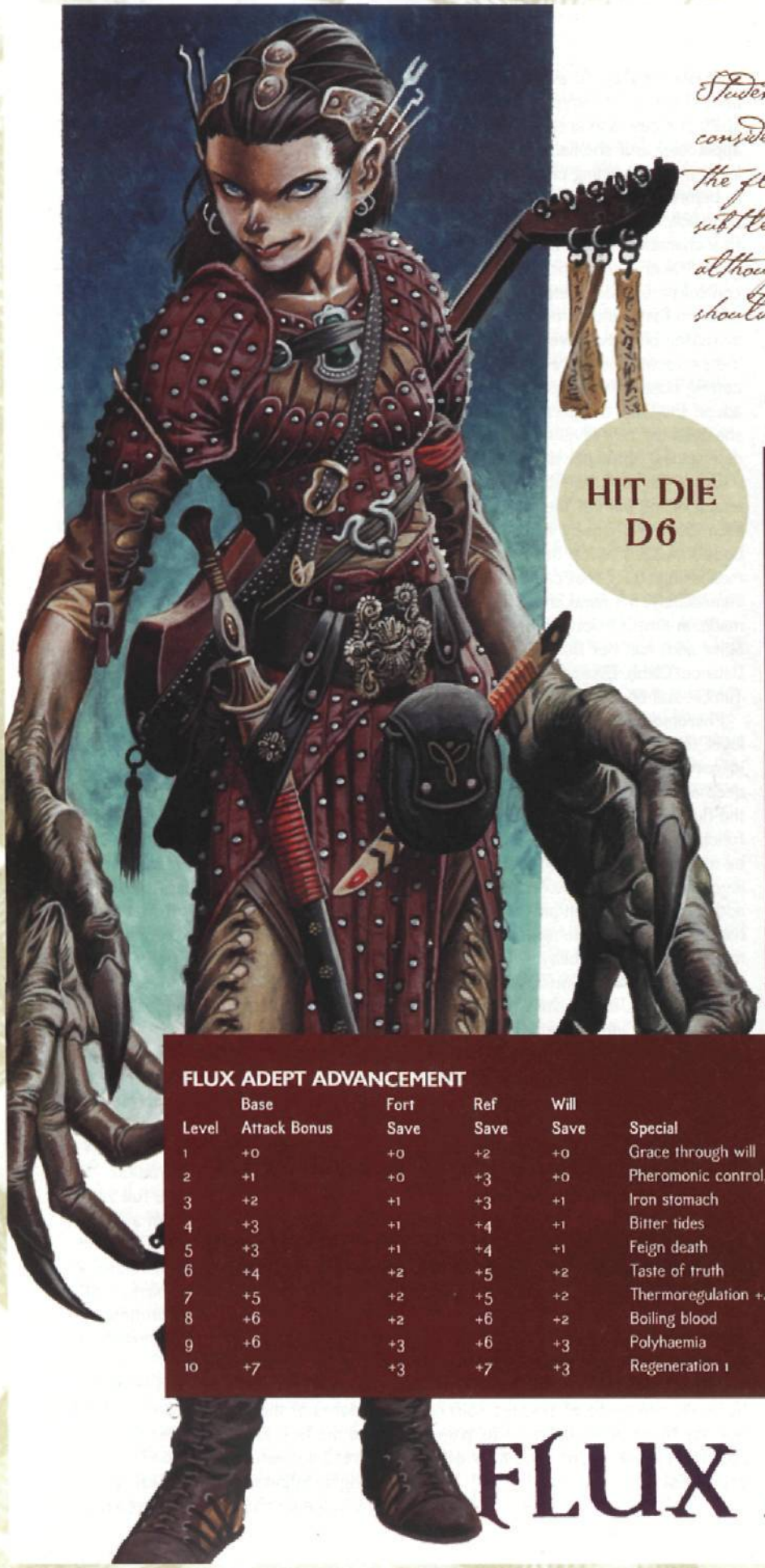
Iron Stomach (Su): Beginning at 3rd level, the flux adept may draw nutrients out of literally any substance: bark, grass, stone, gold, and even ash. The adept gains no benefit from substances that are actively poisonous, but becomes immune to all ingested poisons (see the Dungeon Master's Guide, page 297, for a list of poisons and their delivery types).

Bitter Tides (Ex): The 4th-level flux adept now commands the composition of all fluids produced by glands or ducts of the body, such as tears, sweat, and saliva. She gains the ability to make such fluids acidic, and can do so a number of times per day equal to 3 plus her Constitution modifier (minimum 1). With this ability, the flux adept may either spit a single concentrated bolus of acidic saliva or sweat acid for 10 minutes. The acidic spittle deals 3d6 points of acid damage on a successful ranged touch attack (range increment 10 feet). Her acidic sweat deals 1 point of acid damage per round to any object she touches and wishes to affect. For each minute that she touches an item (such as ropes or shackles binding her, or a wooden door that blocks her path), her acidic sweat ignores 1 point of the object's hardness.

Feign Death (Ex): The 5th-level flux adept is able to turn off her metabolism (requiring no food, water, or even air) by entering a deep trance that resembles death. She can remain in this dormant state for up to 24 hours, and shows all the physical signs of death, including the bloating of gas in the stomach and the settling of blood. She may enter this trance as a standard action. Awakening from the trance takes a full round. Upon entering a trance, the flux adept must designate up to three triggers that will awaken her prematurely. A trigger can only be an event that somehow affects the character (such as being touched, slapped, or damaged), and cannot be something tied to the time of day (such as the sun rising or setting). Triggers cannot depend on the character perceiving her surroundings, such as hearing a sound.

If none of her triggers are set off during her trance, the flux adept remains in this state for the full 24 hours. Upon awakening from a trance, the flux adept must make a Fortitude save (DC 15 + number of previous feign death trances in the past month) or take 1d6 points of Constitution damage, as this ability is extremely taxing on the body.

Taste of Truth (Ex): At 6th level, the hormones of the body are now so familiar to the flux adept that she can actually read a creature's emotions by tasting its infinitesimal hormonal secretions in the air. Against living creatures,



Student of a path that many consider grotesque and repulsive, the flux adept relies more on subtlety than brute force, although a powerful flux adept should not be underestimated.

HIT DIE
D6

FLUX ADEPT REQUIREMENTS

To qualify to become a flux adept, a character must fulfill all of the following criteria.

Spellcasting: The ability to cast 2nd-level spells.

Skills: Heal 5 ranks, Knowledge (arcana) 7 ranks.

Feats: At least one metamagic feat, Endurance, Great Fortitude.

FLUX ADEPT CLASS SKILLS

The flux adept's class skills (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skill points at each level: 2 + Int modifier.

FLUX ADEPT ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Grace through will	+1 level of existing class
2	+1	+0	+3	+0	Pheromonic control, thermoregulation +2	
3	+2	+1	+3	+1	Iron stomach	+1 level of existing class
4	+3	+1	+4	+1	Bitter tides	
5	+3	+1	+4	+1	Feign death	+1 level of existing class
6	+4	+2	+5	+2	Taste of truth	
7	+5	+2	+5	+2	Thermoregulation +4, haste	+1 level of existing class
8	+6	+2	+6	+2	Boiling blood	
9	+6	+3	+6	+3	Polyhaemia	+1 level of existing class
10	+7	+3	+7	+3	Regeneration 1	

FLUX ADEPT

the flux adept receives a bonus to all Bluff and Sense Motive checks equal to her flux adept class level. Conditions that would prevent a creature from using the scent ability prevent a flux adept from using this ability.

Haste (Ex): Twice per day as a free action, the 7th-level flux adept may control her adrenaline and muscles to the extent she can act as if she was under the effect of a *haste* spell, as cast by a sorcerer of her flux adept level.

Boiling Blood (Ex): At 8th level, the flux adept has such mastery over her body chemistry that she can cause her hands to bloat with her body's primal power. Her hands become over-sized claws that grant her a natural attack. This grants the flux adept two claw attacks that deal 1d4 points of damage plus her Strength modifier.

If the flux adept also chooses to use her bitter tides ability, she deals +1 point of acid damage per claw attack.

The flux adept can maintain this effect for up to 1 round per level as a free action and may use it a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day).

Polyhaemia (Su): This ability allows the 9th-level flux adept to resynthesize potions in her own blood from those that she has consumed in the last 24 hours. Once synthesized, the potion immediately affects the flux adept as if she had just drunk it. This ability requires a Craft (alchemy) check with a DC equal to 1/25th the market price. For example, a flux adept attempting to duplicate a potion of *blur* would need to succeed at DC 12 Craft (alchemy) check. The flux adept may use this ability a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day). A failed Craft (alchemy) check still results in a use of the ability. Each use requires a full-round action that provokes an attack of opportunity.

Regeneration 1 (Ex): At 10th level, a flux adept's mastery of the immune and repair systems of the body is such that she gains regeneration 1. Cold, electricity, fire, and sonic deal normal damage to a flux adept. A flux adept can regrow a lost limb or body part in 4d6 days, but cannot reattach the severed member by holding it to the stump.

CEREBREX

The third apprentice of Joskovi was Sumar D'Tan Pelal. At first glance, Pelal seemed a poor choice for an apprentice for any craft, much less magic. She certainly did not appear to be worthy of the sacred task of expanding the human mind to its full potential. She was a ragged waif, thin and angular, barely sixteen years of age, so innocuous and undistinguished that people trod on her feet as they passed—not out of malice, but because she had no presence at all. Unkempt and unwashed, her face always sported at least one bruise, a legacy of her innumerable clumsy mishaps.

Joskovi saw beneath Pelal's surface. She saw that Pelal bruised herself because her mind was elsewhere, always at work upon questions that most humans could not conceive, much less determine the answers. Pelal would walk off a cliff so long as she was promised she would learn the answers to six previously unsolvable enigmas on the way down. Her command of mind, magic, and strategy was so profound she could have ruled the world—if she saw the point. Ruling the world would only get in the way of her studies.

Pelal found the path to enhance the human central nervous system—not merely the brain, but the eyes, the spine, and the senses—using magic. It is a tribute to the difficulty of the problem that she spent almost a year on it.

Since then, those who have followed in her path become known as great thinkers and problem solvers. They are respected and feared for their ability to control not only their own minds, but also the minds of others. Cerebrexes are typically seen as aloof, absent-minded, and unaware of their surroundings. In fact, they are often so aware of their surroundings and have remembered so many facts that they simply forget, or do not care, to interact with the people around them.

CLASS FEATURES:

All of the following are class features of the Cerebrex prestige class.

Weapon and Armor Proficiency: Cerebrexes gain no additional proficiency with any weapon or armor.

Spells Per Day: At each even-numbered level gained in the Cerebrex class, a character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Cerebrex, she must decide to which class she adds the new level for purposes of determining spells per day.

Enigma's Bane (Ex): A Cerebrex knows the way to the heart of any mystery. When confronted by a puzzle, enigma, code, or riddle, she gains a circumstance bonus equal to her cerebrex level to any Intelligence checks or Intelligence-based skill checks necessary to solve the problem.

Scent (Su): At 2nd level, the cerebrex gains the scent ability (see the *Monster Manual,* page 314).

Aggression Mastery (Su): At this point in her development, the 3rd-level Cerebrex has mastered the areas of the brain responsible for aggression. Once per day, as a standard action, the cerebrex may either cause herself or another creature to enter a rage (as a barbarian), or alternatively to force a barbarian out of a rage. Non-barbarians rage as a 1st-level barbarian, while barbarians rage as normal. The cerebrex must touch the creature, which provokes an attack of opportunity, to use this ability. An unwilling target can make a Will save (DC 10 + one-half cerebrex level + Charisma bonus) to negate the effect.

Symphony of Nerves (Su): A 4th-level cerebrex's neural networks are now highly sensitized. Once per day, as a free action, she gains an enhancement bonus to Dexterity equal to one-half her cerebrex level. This effect lasts one round per cerebrex level.

Blindsense (Ex): At 5th level, the cerebrex's heightening senses grant her blindsense to 30 feet (see the *Monster Manual,* page 306).

Telepathic Immunity (Su): A Cerebrex of 5th level is now also immune to all forms of telepathy or mind reading. She may suppress and reactivate this immunity at will, as a free action.

Eidetic Memory (Ex): At 6th level, the Cerebrex reaches the next level of her evolution: memory. She has perfect recall of events in all five senses. This grants her a competence bonus to all Intelligence checks and Intelligence-based skill checks equal to half her cerebrex levels.

Experts at finding solutions to puzzles that baffle even the greatest minds, cerebrexes also possess awesome intellectual powers that strike fear in the hearts of other spellcasters.

HIT DIE
D4

CEREBREX REQUIREMENTS

To qualify to become a cerebex, a character must fulfill all of the following criteria.

Spellcasting: The ability to cast 3rd-level arcane spells.

Skills: Concentration 8 ranks, Craft (alchemy) 4 ranks, Knowledge (arcane) 8 ranks, Spellcraft 8 ranks.

CEREBREX CLASS SKILLS

The cerebex's class skills (and the key ability for each) are: Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (all) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (NA), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha)

Skill points at each level: 8 + Int modifier.

CEREBREX ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Enigma's bane	
2	+1	+0	+0	+3	Scent	+1 level of existing class
3	+1	+1	+1	+3	Aggression mastery	
4	+2	+1	+1	+4	Symphony of nerves	+1 level of existing class
5	+2	+1	+1	+4	Blindsense, telepathic immunity	
6	+3	+2	+2	+5	Eidetic memory	+1 level of existing class
7	+3	+2	+2	+5	*Clairaudience/clairvoyance*	
8	+4	+2	+2	+6	Blindsight	+1 level of existing class
9	+4	+3	+3	+6	Twist the neural skein	
10	+5	+3	+3	+7	Neural glimpse, inscrutable mind	+1 level of existing class

CEREBREX

Clairaudience/Clairvoyance (Sp): By concentrating for 1 minute, a 7th-level Cerebrex may expand her senses to such an extent that she can perceive an unseen area as per the *clairaudience/clairvoyance* spell. This ability is as the spell of the same name, as cast by a sorcerer of the cerebrex's class level.

Blindsight (Ex): An 8th-level cerebrex gains blindsight to 60 feet (see the *Monster Manual*, page 306).

Twist the Neural Skein (Su): The 9th-level Cerebrex knows the neural "shapes" of spells in her own mind so well that she can sense the traces of memorized spells in the minds of her opponents and tear them from their minds. Twice per day, as a standard action, a Cerebrex can watch a known spellcaster and attempt to guess a spell that caster still has memorized. She must succeed at a Spellcraft check (DC 15 + spell level + opponent's Intelligence modifier) to guess the spell correctly. The amount the check result exceeds this DC determines the highest level of spell she can guess. The higher the Spellcraft check, the higher the spell level the cerebrex can determine. She knows one randomly determined memorized spell of the appropriate level (or lower), and can attempt the check again to learn of a different spell. Multiple uses of this ability will never show the same spell more than once, and will only show spells of the same name multiple times if it is memorized more than once.

The cerebrex may attempt to overload the paths of the spell caster's memory, making a discerned spell inaccessible, as if it had been cast. This requires the cerebrex to succeed at a touch attack against the opponent. She and her opponent then both make opposed Will saves. If the cerebrex wins the opposed roll, the spell is lost. If her opponent wins, the spell is retained, but the cerebrex may try again (including another attempt that round, if she can make more than one attack per round).

This ability has no effect on spellcasters who don't prepare their spells, such as bards and sorcerers.

Neural Glimpse (Su): By this final level of her development, the cerebrex can detect minute indicators of a humanoid's intended actions even as that being itself becomes aware of them. She can guess a being's intention by noticing how it shifts its weight, the slight bulge of its veins filling with blood, and how the being's muscles twitch slightly in anticipation. The cerebrex can use this ability on a number of humanoids or monstrous humanoids equal to her Intelligence modifier (minimum 1) within 30 feet of her. In combat, this translates into an insight bonus equal to the cerebrex's Intelligence modifier to her Armor Class against attacks made by the creatures she is using the ability on. Outside of combat, the cerebrex gains an insight bonus equal to her Intelligence modifier (minimum 1) when using the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. She may use this ability once per day for a number of rounds equal to her cerebrex class level.

Inscrutable Mind (Su): Also at 10th level, the cerebrex has become so aware of her own mind that she gains a +4 bonus to all saves made against mind-affecting, fear, and sleep effects. In addition, whenever a cerebrex makes a saving throw against an illusion, she gains a circumstance bonus equal to her Intelligence bonus.

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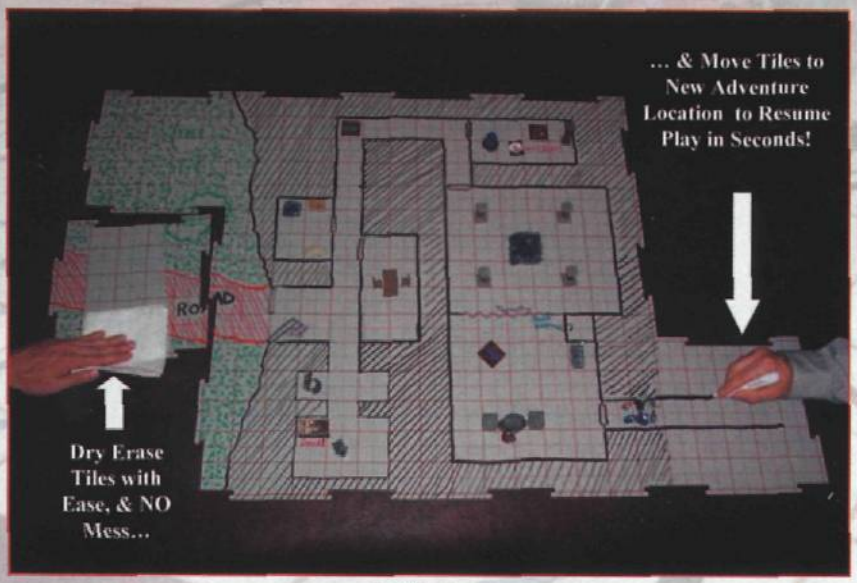

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by S. Deniz Bucak · illustrated by Jonathan Wayshak

Magic's High Notes

9 Magical Instruments

The crowd wasn't there to see Alain. Wadly Tunfoot was scheduled to play, but he turned up late and three sheets to the wind. The tavern owner had looked at Alain, jerked his head toward the stage and grunted, "Now's your chance." Nobody was paying attention as Alain mounted the steps and set up on the stage. A few took notice when Alain whistled to his harp and it daintily climbed up to join him. Alain put a conch shell a foot in front of him, and he and the harp started to play. The music could easily be heard over the loud sounds of conversation, and by the end of the first song, the crowd had quieted and was listening to his music. Alain smiled and launched into his second number.

A bard without an instrument is much like a fighter without a sword: not useless, but nowhere near as effective without the proper tool in hand. Many bards look for ways to enhance and upgrade their songs, acts, and routines, and they often rely on magic instruments to help them out.

AUTONOMOUS HARP

Tolred Tightfist was a gifted singer, but he couldn't play an instrument himself and hated to pay a band to accompany his singing. He needed an accompanist who was reliable and never demanded a cut of the proceeds, so he built one. The result, a harp that played itself, so impressed other bards that his invention was duplicated many times over.

An *autonomous harp* is usually made of wood plated with gold and stands on four clawed legs. The masterwork harp is a construct capable of movement and has statistics identical to a Medium animated object made of wood. Like a golem, it follows the commands of its creator or those its creator designates. In addition to the normal actions an animated object can take, the autonomous harp can be commanded to play itself as a free action (playing itself is also a free action for the harp), providing a +2 circumstance bonus on Perform checks made within 20 feet that would benefit from musical accompaniment.

Moderate transmutation; CL 11th; Craft Wondrous Item, Perform (strings) 5 ranks, *animate objects;* Price 6,250 gp; Weight 40 lb.

SHELL OF AMPLIFICATION

The bard Alain Longfingers had a performance stage in the woods overlooking a scenic waterfall. It was a beautiful place to put on a show, but the sound of the waterfall often interfered with the music. To overcome the noise, Alain invented the *shell of amplification,* which turned out to have many other applications as well.

The shell is a 7-inch-long conch shell with a hole at the point. When the command word is spoken, sounds made near the hole become audible and clear to all creatures who can hear (not deaf or within the area of a *silence* spell) within a 200-foot-radius spread. This negates any negative circumstance modifiers to Perform checks due to noise or poor acoustics and allows a speaker or singer to be heard clearly even in the midst of calamity. In addition, when a bard uses the *fascinate* ability through the shell, it increases the range of that ability to a 200-foot-radius spread and negates the need for the creature to see the bard or the bard to see the creature. Allies the bard sees and designates can be considered immune to his use of the *fascinate* ability.

Moderate transmutation; CL 7th; Craft Wondrous Item, *message;* Price 7,000 gp; Weight 1 lb.

DRUM OF THE MARCH

It's easier to keep up a fast pace if you can march to a drum marking time. The *drum of the march* was designed to help armies keep moving even when the soldiers were exhausted. Its use gave countries such an advantage in war that it was swiftly duplicated and is now found in almost every country's armory.

This masterwork wooden drum is about a foot in diameter with a hide stretched across the top for a head. The Perform check of a character playing a *drum of the march* can be substituted for the Constitution check of creatures making a forced march. To benefit from this effect, a creature marching longer than 8 hours must be within 60 feet of a character performing on the drum when required to make a Constitution check to avoid damage.

Faint transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat;* Price 10,000 gp; Weight 5 lb.

VENTRILOQUIST'S MOUTHPIECE

The *ventriloquist's mouthpiece* is a small golden tube about an inch long and one eighth of an inch in diameter. It fits comfortably under the tongue when the performer is speaking normally and can be placed between the teeth (with the mouth closed) as a free action. It allows the performer to cast his voice as per the *ventriloquism* spell at will as a free action.

Faint illusion; CL 3rd; Craft Wondrous Item, *ventriloquism;* Price 6,000 gp; Weight —.

CHROMATIC FLUTE

For some people, music just isn't enough. They need something to look at or a performance won't hold their attention. To reach these people, a bard can hire a troupe of dancers, or she can find a *chromatic flute.* These masterwork flutes are usually crafted from a precious metal, such as gold or platinum, and inscribed with arcane runes. When played, illusory abstract images form behind the bard, flowing from shape to shape and changing color in response to a performance. The visual accompaniment provides a +2 circumstance bonus on Perform checks with the flute. Additionally, as a standard action, the player of the flute can attempt to cause it to cast illusion spells. The instrument's player must make a Perform check to make the flute cast the spell, DC 10 for a *silent image,* DC 15 for a *minor image,* and DC 20 for a *major image.* The Perform check to make the flute create an illusion does not benefit from the +2 circumstance bonus to Perform checks.

Moderate illusion; CL 7th; Craft Wondrous Item, *major image, minor image, silent image;* Price 46,500 gp; Weight 1 lb.

FLUTE OF SHRIEKING

Legend has it that this flute was first created by a disgruntled band member who was forced to practice a little too much by a tyrannical bandleader. It has since found use as a magical trap for bards who tend to walk off with other players' instruments.

The *flute of shrieking* looks exactly like a *chromatic flute.* It is a cursed item, and someone who plays it will be unable to stop until someone casts *remove curse, break enchantment,* or a similar spell on them. Such a character cannot speak or utilize her hands for anything other than playing. The sounds the flute produces are harsh and shrieking tones clearly audible up to 200 feet away, making quiet movement impossible. All Perform checks made with this flute

have a -15 circumstance penalty. Additionally, everyone within 30 feet who can hear the flute suffers a -2 circumstance penalty to all Concentration checks and Intelligence-based skill checks. A *flute of shrieking*'s magical aura looks like a *chromatic flute*'s aura, although an *identify* spell or more powerful magic reveals its true nature.

Moderate illusion; CL 7th; Craft Wondrous Item, *bestow curse, Nystul's magic aura;* Price 3,500 gp; Weight 1 lb.

SNAKE CHARMER

The original *snake charmer* instruments were double-reed talimbas from a distant land. As knowledge of the instruments spread, the enchantment was applied to other instruments, and now snake charmers come in almost all varieties. A *snake charmer* adds a +10 bonus to Perform checks when the bard using it tries to *fascinate* reptilian creatures (including creatures of the dragon type). This stacks with the +2 bonus for playing a masterwork instrument.

Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall;* Price 1,000 gp + cost of masterwork; Weight by instrument type.

HORN OF THE PLANES

The music of the *horn of the planes* resonates with the planes of the multiverse. A performer with the *horn of the planes* and the correct melody can open a portal to another plane. The masterwork horn is a platinum trumpet with inscription on the outside that depicts the arrangement of the planes. Once per day, a performer playing the horn can attempt to use it to open a *gate* (as per the spell). The bard must know the proper melody to play for a particular plane. Learning the proper melody requires that the performer have 5 ranks in Perform and successfully make a DC 30 Knowledge (the planes) or bardic knowledge check. Any player may open a *gate* to a random plane as a standard action with a successful DC 25 Perform check. If the performer knows the tune for a specific plane, she can open a *gate* on that plane at a random location (on the plane) as a standard action with a successful DC 25 Perform check and to a specific location as a standard action with a successful DC 30 Perform check. Because there is a consequence of failure (getting a result of 25 or greater but less than 30 on the Perform check), a character cannot take 20 on the Perform check to play a *horn of the planes*. If a performer plays the horn without attempting to open a *gate*, there is a cumulative 1% chance for each continuous round of playing that the horn will open a gate to a random plane, as long as the horn has not already been used to open a gate. The *horn of the planes* can open a *gate* only once per day.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate;* Price 55,000 gp; Weight 5 lb.

ORGAN OF SOULS

This terrifying minor artifact is often found in churches and temples devoted to Hextor or Nerull. It is a massive masterwork organ 15 to 20 feet wide with pipes rising up 30 feet or more. The keys and stops are made of yellowed bone and blood runs down the iron pipes when the organ is played. Blackened humanoid skulls are frequently inset into the organ. It emits a faint, sickly green glow equivelent to torchlight that is often the only light during services. When the instrument is played, a chorus of wails and groans accompany the music.

Music from the *organ of souls* causes fear in all non-evil characters within 200 feet. Such creatures must make a DC 16 Will save or suffer the effects of a *fear* spell. Characters who make the save are immune to the fear caused by the organ for 1 minute. Additionally, a 200-foot radius spread around the organ is affected by a *desecrate* spell while it is playing. A bard playing the organ does not have to concentrate to use these powers and can still cast spells or use his other abilities while playing, so long as these actions do not require hands.

Once per week, a performer can use the organ to call a sacrifice to it. The performer must play the organ for five days for at least 3 hours each day, succeeding at a DC 20 Perform check each day. The victim can be any person known to the performer that is within 10 miles of the organ. Each time the organ is played, the victim hears faint organ music no one else can hear, even when in the area of a *silence* spell. On each occurrence of the music, the victim must make a DC 20 Will save. On the fifth occurrence of the music the victim must succeed at a Will save (DC 25 + 1 per previous save failed) or be compelled to travel to the organ as quickly as possible (she magically knows the shortest route as per the *find the path* spell). If the organ is being played when the target approaches within 200 feet (even if the target cannot hear it due to deafness or a *silence* spell), the target must lie helpless before the organ's player for the duration of the music and for 1d6 rounds after the performer stops playing the organ. If the target is killed while lying helpless due to the organ's power, her wailing soul is drawn into the organ as per the *soul bind* spell. The only way to rescue a soul trapped in the organ of souls is to destroy the organ. If the victim is not in range or moves out of range over the course of the performances, the organ fails to have any effect. The organ performer is not informed if the target moves out of range; the desired sacrifice simply fails to show up.

In addition, once per day, someone playing the organ can cause one of the souls imprisoned inside to possess a creature within 200 feet who can hear the organ. Playing the organ in this fashion is a full-round action and requires a successful DC 25 Perform check. This has the effect of a *magic jar* spell cast by a 20th-level caster on the target. The souls released from the organ are crazed from their captivity and attack the closest person. The DM must decide the attributes of the souls trapped in the organ for the purposes of the *magic jar* spell (see the *Player's Handbook*).

Strong divination, enchantment, and necromancy; CL 20th; Weight 7,000 lb.

BEASTS OF THE SUN

CENTRAL AMERICAN MONSTERS

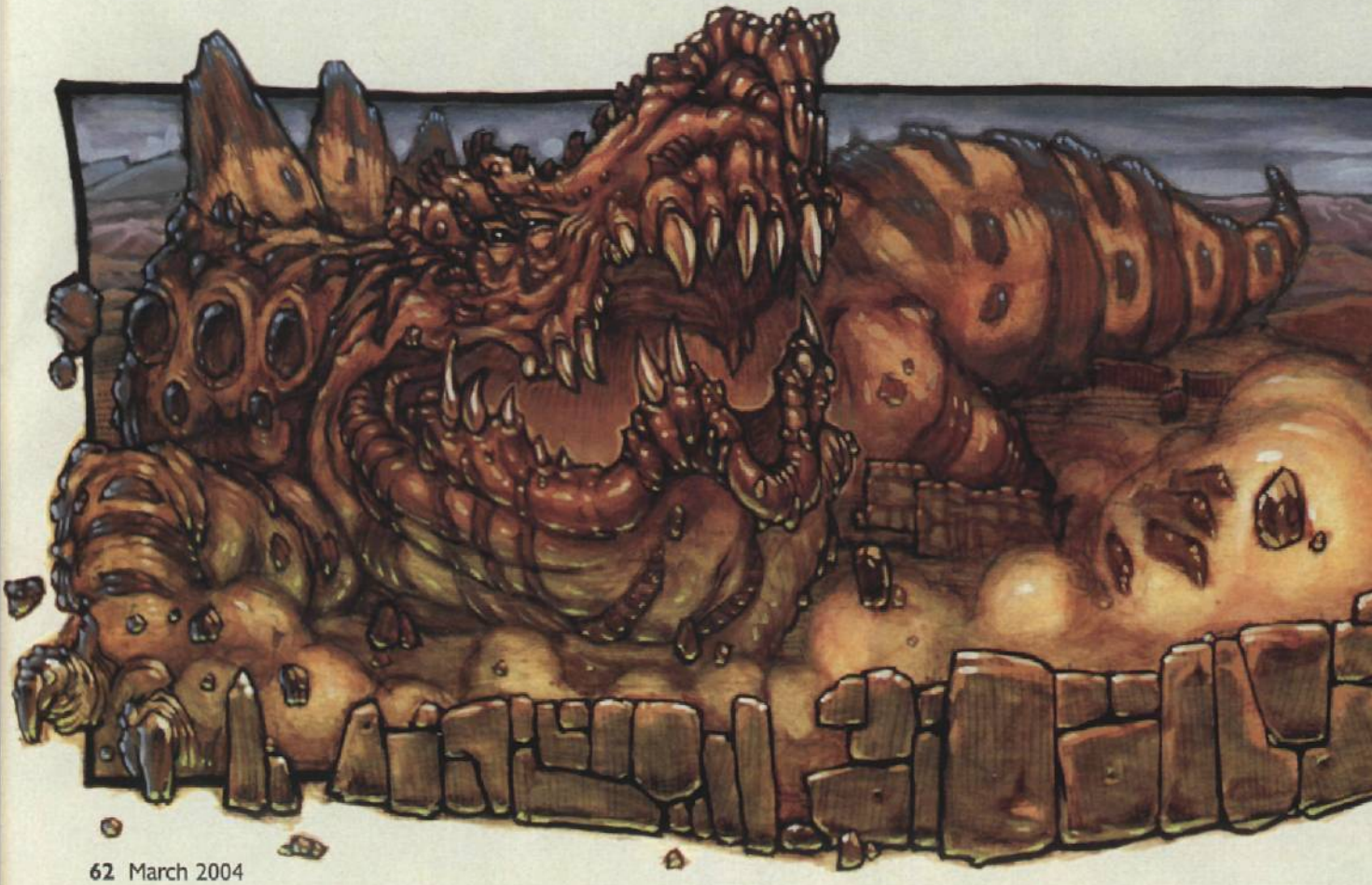
BY JC ALVAREZ • ILLUSTRATED BY CHUCK LUKACS

CENTRAL AMERICAN MYTHOLOGY can be a rich resource for DMs, both because it features a wealth of lore suitable for fantasy games and because that material is almost unknown within the roleplaying community. Although Aztec and Mayan myths are rich in creatures, stories, magical rituals, and even heroic stereotypes, they are rarely adapted for use in roleplaying games.

In Central American tales and legends, monsters are usually linked to divinity and the elements. Thus, as far as the ancient Aztecs and Mayas were concerned, battling these monsters was tantamount to opposing the gods. Almost every creature from these stories was an avatar of some force of nature.

In the same way that Anglo-Saxon mythology is like an action/adventure movie, and Greek myths are similar to tragic drama, so Central American myths are akin to modern horror stories. A typical characteristic of Central American monsters, both good and evil, is monstrosity. Nearly every mythological creature from these cultures is downright hideous, to the point of causing panic on sight. Often this kind of panic caused not only flight, but also disease and even death.

Below are full statistics for seven of the most popular archetypal monsters from Central American mythology, ready for use in your campaign. These monsters are all taken from recorded Aztec or Mayan legends.



CIPACTLI

Colossal Magical Beast (Earth)
Hit Dice: 42d10+630 (861 hp)
Initiative: +1
Speed: 40 ft. (8 squares), burrow 40 ft., swim 40 ft.
AC: 34 (-8 size, -3 Dex, +35 natural), touch -1, flat-footed 34
Base Attack/Grapple: +42/+74
Attack: Bite +50 melee (4d8+16)
Full Attack: Bite +50 melee (4d8+16), 2 claws +48 melee (4d6+8), and tail slap +48 melee (4d8+8)
Space/Reach: 30 ft./15 ft.
Special Attacks: Earthquake, frightful presence, improved grab, swallow whole, trample (2d8+24)
Special Qualities: Damage reduction 15/epic, darkvision 60 ft., earthen form, low-light vision, regeneration 20, resistance to cold 20, electricity 10, and fire 10, scent, tremorsense 120 ft.
Saves: Fort +38, Ref +22, Will +21
Abilities: Str 42, Dex 4, Con 40, Int 2, Wis 20, Cha 25
Skills: Listen +22, Spot +22, Survival +15, Swim +29
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural attack (bite), Improved Natural Attack (claw), Improved Natural Attack (tail slap), Improved Sunder, Multiattack, Power Attack, Track
Climate/Terrain: Underground
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Always neutral
Advancement: 43-62 HD (colossal)
Level Adjustment: –

A cipactli, also known as a world lizard, is a massive, reptilian creature more than 300 feet long that dwells beneath the earth. According to Aztec mythology, this creature carries the world on its back.

A cipactli is a crocodilelike titan that hibernates for centuries, then wakes up and spreads terror through inhabited lands for a few weeks before returning to hibernation once again. Its body is colored like the earth, and its scales seem like great slabs of stone.

Since cipactlis can eat virtually anything (including rocks and ores such as mithral), they do not need to eat living beings, but they certainly prefer warm food. Considering the enormous quantity of food required to sustain a creature of this size through a long hibernation, it is not surprising that it spends its brief waking periods gorging on whatever is at hand—humanoids, animals, rivers, trees, or even mountains.

COMBAT

When a cipactli spots prey, it usually growls or stomps the earth to paralyze its foes with fear, then consumes them with minimal effort. A cipactli that engages in true combat becomes a terrible force of destruction, knocking foes hither and yon with its tail slap as it tears down the world around itself. A cipactli can burrow through stone at full speed and metals at half speed.

A cipactli's natural attacks are treated as adamantine and epic for the purposes of overcoming damage reduction.

Earthquake (Su): As a full-round action, a cipactli can cause the ground to tremble and shake by stomping the earth. This effect functions like an *earthquake* spell (caster level 20th) in a 200-foot-radius spread centered on the cipactli. If the cipactli continues to stomp until its next turn, it can continue the *earthquake* effect. Once it stops stomping, it must wait 1d4 rounds before using this ability again.

Frightful Presence (Ex): When a cipactli attacks or uses its earthquake attack, every creature within 200 feet must make a DC 38 Will save. Failure means the creature is paralyzed with fear if it has 10 or fewer HD, or panicked if it has 11 or more HD. Both of these effects last for 4d6 rounds. Success renders the creature immune to that cipactli's frightful presence for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a cipactli must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Earthen Form (Ex): A cipactli is immune to any attack or effect requiring a Fortitude save unless it also works on objects.

Regeneration (Ex): Acid and sonic attacks deal normal damage to a cipactli. If a cipactli loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach a severed member instantly by holding it to the stump.

Swallow Whole (Ex): A cipactli can try to swallow a grabbed opponent at least two size categories smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 4d6+4 points of acid damage per round from the cipactli's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 50 points of damage to the gizzard (AC 27). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A cipactli's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Trample (Ex): DC 47 Reflex half. The save DC is Strength-based.

CHANEQUE

Small Fey
Hit Dice: 2d6+2 (9 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +1/-4
Attack: Spear +1 melee (1d6-1/x3)
Full Attack: Spear +1 melee (1d6-1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Chaneque fright, spell-like abilities
Special Qualities: Alternate form, greater invisibility, low-light vision
Saves: Fort +1, Ref +6, Will +1
Abilities: Str 8, Dex 16, Con 12, Int 13, Wis 7, Cha 14
Skills: Bluff +7, Concentration +6, Disguise +7 (+9 acting), Escape Artist +8, Hide +11, Move Silently +8, Perform (dance) +3, Sleight of Hand +10
Feats: Dodge, Mobility[B]
Climate/Terrain: Any temperate or warm land
Organization: Solitary, pair, gang (3-4), or mob (5-12)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 3-5 HD (Small); 6-8 HD (Medium)
Level Adjustment: +4

Chaneques (pronounced Tcha-NE-kays) are mischievous earth sprites whose pranks are often deadly to their victims. A chaneque can be a danger or just a nuisance, depending on whether or not its whims are satisfied.

All chaneques are male. No one knows whether they reproduce by magic or are just humanoids afflicted with some foul curse. A chaneque's true form is humanoid in shape, but it can assume animal form at will. In its natural form, its skin is dull gray in color, and its hair and beard are black.

These mischievous fey like to dance, play games, drink, and build things. Due to their impatience and capricious nature, however, they make better destroyers than builders. Chaneques are sometimes found serving a more powerful being, but not for long.

Chaneques speak Abyssal, Common, Sylvan, and Undercommon.

COMBAT

Chaneques are cowardly by nature. They'd rather flee than fight, and if pressed to do battle, they usually prove to be weak combatants. They are well aware of their own shortcomings, so they usually resort to magic and trickery to defeat their opponents.

Chaneque Fright (Su): At will, a chaneque can perform a special ritual dance. Each viewer within 60 feet must succeed at a DC 11 Will save or become shaken for 2d6 rounds. A creature that succeeds on its save cannot be affected by the same chaneque's fright power for 24 hours. Chaneque fright is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*daze* (DC 12), *flare* (DC 12), *ghost sound* (DC 12), *mage hand*; 3/day—*dancing lights, expeditious retreat, sleep* (DC 13), *ventriloquism* (DC 13); 1/day—*darkness, haste* (self only), *scare* (DC 14), *shatter* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Alternate Form (Su): A chaneque can assume the form of any Tiny or Small animal, but not a dire animal. The creature reverts to its natural form if it falls unconscious or is rendered immobile (by a trap, paralysis, magical hold effect, or the like). Otherwise, the chaneque can remain in its animal form until it chooses to revert to normal or adopt a different animal form (both standard actions). In animal form, it retains its hit points and abilities but gains the animal's natural attacks, movement modes, and natural armor.

Greater Invisibility (Su): A chaneque can become invisible at will as though using the *greater invisibility* spell (caster level 7th). A chaneque cannot use its chaneque fright power while invisible.

QUINAMETIN

Large Humanoid
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
AC: 14 (-1 size, +1 Dex, +2 natural, +2 heavy wooden shield), touch 10, flat-footed 13
Base Attack/Grapple: +1/+7
Attack: Heavy mace +3 melee (2d6+2) or longbow +1 ranged (2d6/x3)
Full Attack: Heavy mace +3 melee (2d6+2) or longbow +1 ranged (2d6/x3)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Stability
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 15, Dex 13, Con 12, Int 10, Wis 9, Cha 10
Skills: Climb +1, Diplomacy +3, Jump +1, Sense Motive +1, Survival +3, Swim -2
Feats: Iron Will
Climate/Terrain: Any land
Organization: Solitary, pair, or group (3-12 plus 1 4th-level leader)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +2

The quinametin are towering, comely humanoids of an ancient race thought to be the predecessor of humanity. It is said they have titan blood in their veins.

Legend has it that the quinametin used to dominate the land, but their civilization fell into decadence, and their numbers dwindled for unknown reasons. Some sages maintain that the quinametin offended the gods with their haughty ways and were punished with a plague that killed most of their kind and left their cities in ruins. Whatever the cause of their decline, however, the remaining quinametin roam far-off regions in small hunting parties, eking out their sustenance from the land. Only their proud demeanors and imposing stances serve to remind the world of their former greatness.

Quinametin dress very sparsely, usually wrapping only a few pieces of cloth or beast skin around their bodies. Occasionally they go naked except for their weapons and adventuring trappings. Quinametin dislike armor, but most carry large shields.

Quinametin speak Common and their own language.

COMBAT

Quinametin are very skilled at fighting as a unit. Their war parties always have team tactics worked out in advance so that they can take full advantage of their numbers. They tend to know the lands they roam very well, and they make use of special terrain (slopes, gorges, and the like) as much as they can.

Stability (Ex): A quinametin gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

QUINAMETIN SOCIETY

Despite their civilized roots, the quinametin have forsaken their past in favor of a closer tie to nature. They have devolved into a savage, hunter-gatherer society focused solely on survival. Quinametin are moderately xenophobic, having learned over time that they tend to inspire an inconvenient mixture of awe and mistrust in other humanoids.

Quinametin are neutral, but they tend more toward chaos than law in their social organization and their dealings with other creatures. Although they are loners by nature, they acknowledge the need to band together for survival.

THUNDER

Medium Outsider (Air)
Hit Dice: 7d8+14 hp (45 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 30 ft. (perfect)
AC: 20 (+3 Dex, +2 leather armor, +5 natural), touch 13, flat-footed 17
Base Attack/Grapple: +7/+9
Attack: Greatsword +9 melee (2d6+3/19-20 plus 1d6 electricity)
Full Attack: Greatsword +9/+4 melee (2d6+3/19-20 plus 1d6 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: Electricity, spell-like abilities
Special Qualities: Darkvision 60 ft., fetishes, immune to electricity, resistance to cold 10 and fire 5
Saves: Fort +7, Ref +10, Will +9
Abilities: Str 15, Dex 17, Con 14, Int 13, Wis 18, Cha 14
Skills: Balance +5, Concentration +7, Craft (any one) +6, Jump +4, Knowledge (nature) +6, Knowledge (religion) +3, Listen +9, Move Silently +8, Perform (percussion instruments) +6, Search +6, Sense Motive +9, Spot +9, Survival +6 (+8 following tracks), Swim +7, Tumble +13, Use Magic Device +12
Feats: Ability Focus (*call lightning*), Flyby Attacks, Lighting Reflexes
Climate/Terrain: Any
Organization: Solitary, pair, or group (3-12)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement: 8-14 HD (Medium)
Level Adjustment: +4

Thunders are elemental air spirits of Mayan legend. Since they live far above the ground, land-based creatures rarely notice their existence, except for occasional storms far above. Such weather patterns are the result of the thunders playing and causing mischief in their homes above the clouds.

A thunder resembles a very old humanoid dressed in a fancy adventurer's outfit, including a cloak, shiny boots, and a feathered hat.

Thunders are usually wise and self-controlled, but every once in a while, a chaotic one is cast out from its ancestral home. A thunder thus rejected flies down to earth, where it takes pleasure in causing monsoons, hurricanes, and deluges wherever it pleases.

Thunders speak Common and Auran.

COMBAT

When confronted by enemies, thunders try to utilize their many spell-like abilities before resorting to melee. They do not like the ground at all, so they try to keep the fight as high in the skies as possible, using flyby attacks against their enemies.

Electricity (Ex): A thunder's body generates so much electricity that its mere touch deals additional electricity damage. Thunders' metallic weapons also conduct this electricity.

Spell-Like Abilities: 1/ day—*call lightning* (DC 15), *control water, control weather, control winds* (DC 17), *ice storm* (DC 16). Caster level 10th. The save DCs are Charisma-based.

Fetishes (Su): A thunder has a deep psychological link to its attire—specifically its sword, cloak, boots, and hat. These items are so important to the thunder that they are sometimes referred to as its fetishes. These items have no powers of their own, but a thunder who loses even one of them will go to extreme lengths to recover it because of the strain that losing it puts upon its psyche.

For every one of these four items removed from a thunder's possession (whether stolen, forcibly removed, or willingly given away—a rare occurrence indeed), the thunder gains 1 negative level. A thunder can put its fetishes away in a box or store them in some other manner without losing its powers, since they are still considered to be in its possession. Typically, however, thunders remove their fetishes from their persons only to sleep or for special occasions. Recovery of a missing item immediately negates the penalties associated with its loss.

XILOB

Huge Giant
Hit Dice: 13d8+52 (110 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
AC: 20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +9/+26
Attack: Slam +17 melee (2d6+9)
Full Attack: 2 slams +17 melee (2d6+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Fear, stench
Special Qualities: Backward tracks, low-light vision
Saves: Fort +12, Ref +4, Will +6
Abilities: Str 28, Dex 11, Con 19, Int 7, Wis 14, Cha 7
Skills: Craft (any one) +1, Hide -1, Intimidate +6, Move Silently +2, Survival +6
Feats: Improved Natural Attack (slam), Power Attack, Stealthy, Track, Weapon Focus (slam)
Climate/Terrain: Temperate and warm hills and mountains
Organization: Solitary
Challenge Rating: 8
Treasure: Standard coins; double goods; standard items
Alignment: Usually chaotic neutral
Advancement: 14-20 HD (Huge); 21-26 HD (Gargantuan)
Level Adjustment: +4

Xilobs are reclusive giants native to the Central American forests. They don't intentionally meddle in human affairs, but they can be very bothersome—sometimes even dangerous—to humans and other creatures that live near them.

Xilobs live simple and generally decent lives, but they don't understand that others have an equal right to live. As a result, they constantly use their neighbors' possessions and lands for their own homes. For example, a xilob might cut down its neighbors' trees to make its furniture, or destroy their houses to build its own. Xilobs don't eat meat, but they like to keep humans (especially children) as house pets.

A xilob resembles a hairy and immensely ugly humanoid. Its entrails

protrude from its belly, and its hands and feet are attached backward. Xilobs often braid their manes and beards, but they do such a poor job of it that these adornments only serve to make them look more horrible.

Xilobs speak Giant.

COMBAT

Xilobs don't attack humans without provocation, although their actions often invite the anger and hostility of their neighbors. When forced into combat, xilobs are relentless and unforgiving opponents. These giants like to exploit their frightful presence ability in combat, and they often try to terrorize enemies before engaging them.

Fear (Su): A xilob looks so horrible that any living creature seeing it must succeed on a DC 14 Will save or become shaken for 2d8 rounds. A creature that succeeds at the save is immune to that xilob's fear aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Stench (Ex): A xilob exudes a terrible stench. Each creature within 30 feet (except other xilobs) must succeed at a DC 20 Fortitude save on its turn each round or take 1d6 points of Strength damage. Success means that the creature does not take ability damage that round but must make a new save for each subsequent round of exposure until it fails. Once a creature has taken Strength damage from xilob stench, it cannot be affected again by the stench of any xilob for 1d4 rounds. Thereafter, it must begin making a save for each round of exposure again. Exposure to the stench of multiple xilobs in the same round requires only one saving throw. The save DC is Constitution-based.

Backward Tracks (Ex): A xilob's backward feet impose a -2 penalty on all Survival or Search checks made to track it. A successful DC 20 Knowledge (nature) check negates this penalty.

Skills: A xilob has a +8 racial bonus on Intimidate checks.

XTABAY

Medium Monstrous Humanoid
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+6 (+10 when attached)
Attack: Claw +6 melee (1d4+3)
Full Attack: 2 claws +6 melee (1d4+3) and bite +1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, blood drain, witching gaze
Special Qualities: Alternate form, damage reduction 5/magic, darkvision 60 ft.
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 16, Dex 15, Con 12, Int 15, Wis 14, Cha 15
Skills: Bluff +15, Diplomacy +4, Disguise +7, Hide +15, Intimidate +8, Listen +4, Move Silently +7, Spot +4
Feats: Alertness, Great Fortitude
Climate/Terrain: Any temperate and warm
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 4-7 HD (Medium); 8-10 HD (Large)
Level Adjustment: –

A xtabay is a foul hag from Mayan legend. During the day, it sleeps hidden in bogs and mists. At night, it stalks and devours human prey, especially children.

Xtabays speak Giant.

COMBAT

Xtabays never willingly engage enemies who are superior in number. When confronted by such forces, they try to flee to the best of their ability. If a xtabay finds a lone humanoid that it considers potential prey, it uses its witching gaze, then tries to attach itself to the victim and suck it dry of blood.

Attach (Ex): If a xtabay hits with a claw attack, it latches onto the opponent's body and automatically deals bite damage. At this point, an attached xtabay is effectively grappling its prey. The xtabay loses its Dexterity bonus to AC and has an AC of 14. A xtabay has a +4 racial bonus on grapple checks while attached. Once attached, a xtabay can begin draining blood in the next round.

An attached xtabay can be struck with a weapon or grappled itself. To remove an attached xtabay through grappling, the opponent must achieve a pin against it.

Blood Drain (Ex): A xtabay drains blood, dealing 1d3 points of Constitution damage in any round when it begins its turn attached to a victim. It does not willingly detach until its victim is dead.

Witching Gaze (Su): Once per round, a xtabay can cast its gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or suffer one of the following effects (xtabay's choice): *charm person, fear,* or *hold monster,* as the spells (caster level 5th). The save DC is Charisma-based. The xtabay can choose a new effect each round on its turn.

Alternate Form (Su): A xtabay can *polymorph* into the form of a Tiny, Small, or Medium animal or humanoid at will, but not a dire animal. The creature reverts to its natural form if it dies. Otherwise, it can remain in its selected form until it chooses to revert to normal or adopt a different animal or humanoid form (both standard actions). A xtabay seen in the act of changing shape by any intelligent creature other than another xtabay loses this ability for 24 hours (remaining trapped in the form it was taking when witnessed changing).

Skills: A xtabay has a +8 racial bonus on Bluff and Hide checks.

The Ranger Knight of Furyondy

by Charles Dunwoody · illustrated by Howard Lyon

Bring the battle to the old one

By the decree of his pious majesty, King Belvor IV, the Kingdom of Furyondy is in a "permanent and unalterable state of war" with the Empire of Iuz. Waging this war falls to the warriors of the realm, especially the Knights of the Hart.

Unfortunately, the northern reaches of Furyondy are in ruins. Villages in ruins, roads washed out and not maintained, and raids by bands of monsters make life difficult and dangerous. The weather is damp and harsh, rusting armor and spreading sickness.

Although the standing army and the Knights of the Hart do much to bring war to Iuz, they have not been able to do it all. These warriors are ready to fight on the battlefield, but this new war calls for spying, assassination, and covert strikes against supply units and the leaders of Iuz's army. This war requires a new type of warrior: the Ranger Knights of Furyondy.

The ranger knights concentrate on the northeastern border with Iuz. Because of the vast plains and distances involved, the ranger knights combine the skills of a hunter with the speed and power of a warhorse. This combination makes the ranger knights a force to be feared.

Only skilled warriors with proven battle success and nerves of steel can join the ranger knights. Membership is by invitation only and is usually offered only once.

Class Features

All the following are class features of the ranger knight prestige class.

Weapon and Armor Proficiency: A ranger knight gains no proficiency with any weapon or armor.

Mounted Track (Ex): At 1st level, the ranger knight can track while mounted on her special mount without additional penalty, using the special mount's speed for the purposes of determing what penalties are applied if moving at greater than half the special mount's speed.

Special Mount (Ex): At 1st level, the ranger knight gains a special mount as a 6th-level paladin. The ranger knight's class levels count as paladin levels (with 1st level counting as 6th level) for the purposes of determining what special abilities the mount gains. For example, a 10th-level ranger knight would have a special mount that gains abilities as though the ranger knight were a 15th-level paladin.

The standard mount for a Medium ranger knight is a light warhorse, and the standard mount for a Small ranger knight is a wolf trained to take a rider into combat. If the ranger knight already has a special mount, she does not gain another special mount, but her ranger knight levels stack with the levels of her previous class for determining the special mount's abilities.

Favored Enemy (Ex): At 2nd, 6th, and 10th level, the ranger knight gains a favored enemy. This ability works exactly as the ranger class feature of the same name. Class levels in ranger knight stack with other class levels that provide favored enemies.

For example, a ranger knight that lacked ranger levels before gaining this class chooses his first favored enemy at 2nd level. When he chooses his next favored enemy at 6th level, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

A ranger knight that had 5 levels of ranger before gaining this class chooses his third favored enemy at the 2nd level of the ranger knight prestige class. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. At 6th level, he chooses his fourth favored enemy, and he may again choose to add +2 to the bonuses he gains against any one of his favored enemies.

Saddle Strike (Ex): At 2nd level, the ranger knight can attack with two weapons without having to make a Ride check to guide her mount with her knees. Her mount can attack as well if she makes a DC 5 Ride check.

Two Fight as One (Ex): At 3rd level, the ranger knight may fight with her mount without the need for a Ride check. Any dodge bonuses to Armor Class the ranger knight has also apply to her mount.

Silent Hoof (Ex): At 4th level, if the ranger knight's mount is wearing light barding or no barding, the ranger knight can use her own Move Silently skill checks in place of her mount's when riding it.

Bonus Feat: At 4th, 7th, and 10th level, the ranger knight gains a bonus feat chosen from the list below. The

ranger knight must qualify for the chosen bonus feat.

Ranger Knight Bonus Feat List: Animal Affinity, Athletic, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Mounted Archery, Quick Draw, Ride-By Attack, Self-Sufficient, Spirited Charge, Stealthy, Two-Weapon Defense.

Horse Archer (Ex): At 5th level, the ranger knight reduces the penalties for mounted ranged attacks by half. If the ranger knight has the Mounted Archery feat, the penalties are halved to -1 if the mount takes a double move or -2 if the mount is running.

Double Stomp (Ex): At 6th level, if the ranger knight's mount is wearing light barding or no barding, and the ranger knight uses the Trample feat successfully, her mount may make two attacks instead of one.

Ranger Lord (Ex): At 7th level, the ranger knight can wear medium armor and use any abilities that require the character to be wearing light or no armor so long as the ranger knight uses the ability while mounted. In addition, the ranger knight's special mount suffers no discomfort from wearing light barding and can sleep in it without suffering fatigue.

Great Trample (Ex): At 8th level, if the ranger knight's mount is wearing light barding or no barding, and the ranger knight uses the Trample feat successfully, her mount may make a full attack. Each attack is made with a -2 penalty. The mount still gains the standard +4 bonus to attack rolls against prone targets.

Overwhelming Charge (Ex): At 9th level, the ranger knight gains her most devastating attack. When a ranger knight is mounted on her special mount and charges, she does not suffer the -2 penalty to AC normally associated with a charge. Her mount still suffers the penalty. In addition, if the ranger knight wields two melee weapons, she can attack once with each (instead of being limited to a single attack when her mount moves more than 5 feet). If the charge is combined with the Spirited Charge feat, both melee weapons deal double damage. This ability can't be used with weapons that have reach (such as a lance).

RANGER KNIGHT REQUIREMENTS

HIT DIE: D10

To qualify to become a ranger knight, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack: +5.

Handle Animal: 4 ranks.

Hide: 2 ranks.

Move Silently: 2 ranks.

Ride: 8 ranks.

Feats: Mounted Combat, Track, Trample, Two-Weapon Fighting.

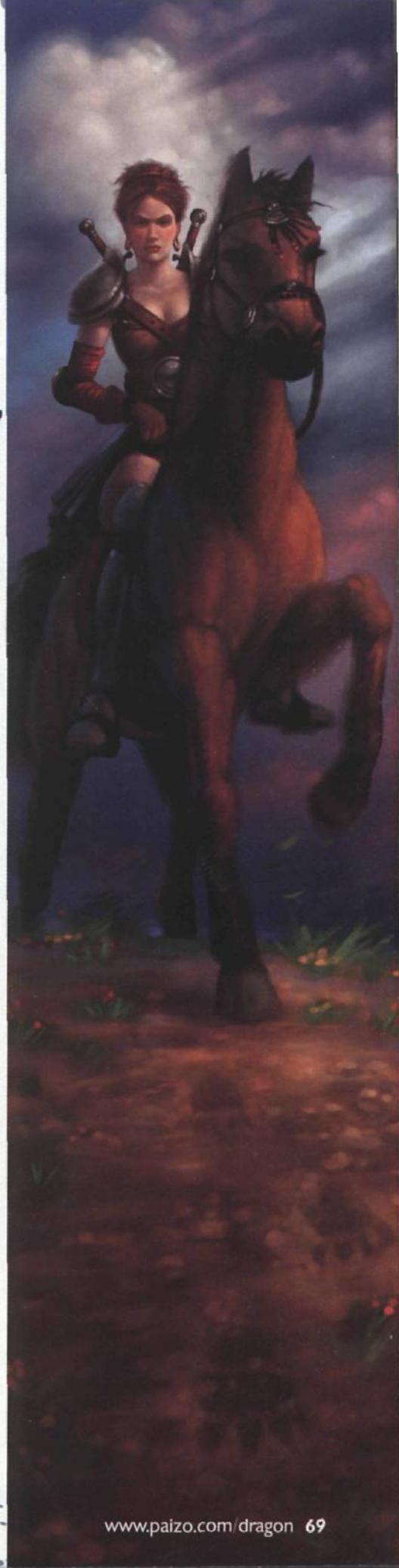
RANGER KNIGHT CLASS SKILLS

The ranger knight's class skills (organized by key ability) are: Bluff (Cha), Climb (Str), Craft (any), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

RANGER KNIGHT OF FURYONDY ADVANCEMENT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Mounted track, special mount
2	+2	+3	+3	+0	1st favored enemy, saddle strike
3	+3	+3	+3	+1	Two fight as one
4	+4	+4	+4	+1	Silent hoof, bonus feat
5	+5	+4	+4	+1	Horse archer
6	+6	+5	+5	+2	Double stomp, 2nd favored enemy
7	+7	+5	+5	+2	Ranger lord, bonus feat
8	+8	+6	+6	+2	Great trample
9	+9	+6	+6	+3	Overwhelming charge
10	+10	+7	+7	+3	3rd favored enemy, bonus feat



Dungeons & Dragons Heroes

Magic, Monsters, and Mayhem

by James Jacobs · images provided by Atari

The *D&D Heroes* computer game combines the classic feel of dungeon hacking and character building with the non-stop action of games like *Gauntlet*. There's rarely a chance for the heroes of this new Xbox game to take time to rest and relax, and why should they? There are dungeons filled with drow, yuan-ti, mind flayers, frost giants, and more out there, waiting to be looted! In fact, seeing so many iconic D&D monsters in the game is really one of the best parts for a D&D player; the cut scenes of the boss monsters are works of art (especially the beholder . . . they packed a lot of gore into that round body).

Of course, in order to make the gameplay more exciting for the action-based experience, the developers of *D&D Heroes* have made numerous changes to the way the D&D rules work. Old favorites like *fireball* and *magic missile* are in the game, but they work a little differently. In addition, there are many new magic items, spells, and monsters in the game—any one of which makes an excellent addition to the pen and paper version of the rules. This article presents several spells, magic items, and monsters from *D&D Heroes*, so when the power goes out and you can't play the Xbox version, you'll still be able to kill jungle spiders!

D&D Heroes Spells

Many of the spells found in *D&D Heroes* are lifted directly from the *Player's Handbook*. Old standbys like *magic missile*, *fireball*, and *earthquake* are quite effective at cleaning out the swarms of trolls and giant spiders that infest the world. Of course, not all of the spells are familiar: *Circle of cold*, *icy sphere*, and *vampiric drain* are all spells that offer new tactics for spellcasters. In addition, we see the return of an old standby from the early days of the game: *sticks to snakes*.

Circle of Cold

Evocation [Cold]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: A 10-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

You cause a sphere of cold energy to manifest around you. The spell does not affect you, but any creature within 10 feet of you takes 1d6 points of cold damage per caster level (maximum 10d6) and is paralyzed for one round. A successful saving throw reduces this damage by half and negates the paralyzing effect.

Icy Sphere

Evocation [Cold]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 3-ft.-diameter sphere of ice that moves in a straight line from you to the limit of the spell's range
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell creates a ball of magic ice and frozen energy. The sphere darts away from you in any direction indicated, in a straight line, to the limit of the spell's range. Any creature in a square crossed by this line must make a Reflex saving throw to avoid the sphere; success indicates that the creature takes no damage, but failure indicates the creature takes 1d6 points of cold damage per caster level (maximum 15d6) and becomes paralyzed for 1d4 rounds.

Sticks to Snakes

Transmutation
Level: Clr 3, Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to 1 stick/4 levels
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You turn a number of dead branches or other long slender pieces of wood (arrow shafts, sticks, staffs, and so on) into giant snakes. The type of snakes that you create depends on your level; see the table below. The *Monster Manual* has statistics for snakes.

Any snakes created by this spell do not attempt to harm you, and you can control their actions telepathically as a free action. Left to their own devices, the snakes attack whomever or whatever is near them, but while you control them they can perform any stunt or action they are physically capable of doing. When reduced to 0 hit points or less, the snakes revert to their original, undamaged object form.

Vampiric Drain

Necromancy
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: All living and undead creatures in a ten-foot cube
Duration: 1 round/3 levels
Saving Throw: Will half
Spell Resistance: Yes

This spell causes a complicated circular rune of purple light to manifest briefly in the area of effect, then quickly fade. All living creatures in the area of effect immediately take 1d6 points of damage per four caster levels (maximum 5d6). Thereafter, they take damage once per round for the spell's duration. A creature that makes a successful Will save takes only half damage from the *vampiric drain* on the initial round and all following rounds of the spell's duration.

Each time this spell deals damage to a living creature, the caster gains temporary hit points equal to half the damage dealt. You can't gain more from any single target than the target's current hit points +10, which is enough to kill the target. These temporary hit points disappear 1 hour later.

Care should be taken to avoid targeting undead creatures with a *vampiric drain*. An undead creature targeted by this spell heals 1d6 points of damage per four caster levels (maximum 5d6), and the caster takes damage equal to half this amount.

For example, a 16th-level sorcerer casts this spell into an area where four creatures can be targeted. A purple rune, as described above, appears in the area long enough to be seen, then quickly fades away. The four living creatures in the area of the spell immediately take 4d6 points of damage (half if they make their Will save), and suffer 4d6 points of damage (half if they make their Will save) every round until the spell ends. The damage continues even if the targets move out of the initial area of effect.

STICKS TO SNAKES

Caster Level	Snakes from Sticks
8th or lower	Constrictor snakes or Large vipers
9th–11th	Huge vipers
12th–15th	Giant constrictor snakes (11 HD)
16th–19th	Giant constrictor snakes (14 HD)
20th or higher	Gargantuan giant constrictor snakes (20 HD)

D&D Heroes Magic Items

Collecting new and more powerful magic items is one of the most enjoyable aspects of *D&D Heroes*. Even at the start of the game, you'll have access to powerful items like the *raise dead amulet*. As the game progresses, the power of the items you can find or purchase grows, until you have more *rods of destruction* than you can carry.

Ancestral Weapon (Minor Artifact)

The concept of the *ancestral weapon* is not new to Dungeons & Dragons. The samurai class from *Oriental Adventures* has the ability to enhance and grant magic qualities to an *ancestral weapon* handed down through the generations as he gains levels. The *Book of Exalted Deeds* introduced the Ancestral Relic feat that allows a character to select a valuable heirloom and invest it with increasing power in a similar manner.

In *D&D Heroes*, the *ancestral weapon* is handled differently; you need not take levels in a specific character

class or expend a valuable feat slot to gain an *ancestral weapon*. Rather, you start play with this *ancestral weapon* and use minor artifacts known as *soul shards* to enhance and empower your weapon. This concept doesn't translate well to DUNGEONS & DRAGONS, since it's unbalanced to allow a single character in the party to gain such a powerful weapon over the course of a campaign. One possible fix for this situation is to grant all of the player characters in your game an *ancestral weapon* at the start of the campaign. Alternatively, you can have the recovery of a character's *ancestral weapon* be the focus of a long and dangerous quest. An *ancestral weapon* can even be granted by a powerful organization or deity as a reward for a great deed.

An *ancestral weapon* has five levels of power, as summarized on the Ancestral Weapon table. When a character first acquires her *ancestral weapon*, it is always a level 1 *ancestral weapon*. The character must use *soul shards* to increase the weapon's level.

An *ancestral weapon* has an enhancement bonus to attack rolls equal to its level.

Bonus damage from an *ancestral weapon* is not multiplied on a successful critical hit. The bonus damage is of the same damage type that the weapon itself deals, although the extra damage's source is magical in nature.

An *ancestral weapon* of 2nd-level or higher grants an inherent bonus to one of its owner's ability scores. When the weapon gains its 2nd level, its owner selects one of her ability scores to which this bonus applies; from that point on, the bonus cannot be changed, even if the sword is damaged and reverts to 1st-level and later is returned to 2nd-level or higher.

Fast healing granted by an *ancestral weapon* to its owner applies only when it is drawn and wielded. A sheathed *ancestral weapon* grants no benefit.

The additional properties of an *ancestral weapon* stack, so a 5th-level *ancestral weapon* is a *+5 keen defending speed dancing weapon.*

Ancestral weapons are nearly impossible to destroy. They always have +5 hardness and +30 hit points more than normal weapons of their type would have. An *ancestral weapon* that takes enough damage to be destroyed is instead reduced by one level; further *soul shards* are required to return the *ancestral weapon* to its prior level of power. Upon being reduced to a lower level, all damage done to the weapon is immediately repaired. A 1st-level *ancestral weapon* that takes enough damage to be destroyed is reduced to level 0, becoming a non-magic masterwork weapon. A single *soul shard* is enough to return the *ancestral weapon* to 1st level, but if it is destroyed while in this weakened state, it is forever lost.

An *ancestral weapon* functions as a masterwork weapon of its kind in the hands of anyone but its true and proper owner, although its indestructible nature remains in effect at all times. The owner of an *ancestral weapon* can always sense the location of the weapon, as if with a *locate object* spell, and can cast *discern location* once per day to determine the weapon's location.

Overwhelming (all schools); CL 25th; Weight varies by weapon.

Raise Dead Amulet

This powerful amulet is made of gold and set with a single ruby. As long as the amulet is worn, it automatically casts *raise dead* on the wearer if he is killed. A *raise dead amulet* works once and then evaporates into a golden mist.

Moderate conjuration; CL 9th; Craft Wondrous Item, *raise dead*; Price 7,500 gp.

Ring of Accuracy

The coveted *ring of accuracy* grants its wearer great skill in weaponplay. As long as the ring is worn, the critical hit threat range of any weapon the wearer uses is doubled. This does not stack with the effects of the Improved Critical feat, the *keen edge* spell, the keen weapon quality, or any similar effect.

Strong transmutation; CL 11th; Forge Ring, Improved Critical, *keen edge*; Price 75,000 gp.

Ring of Meditation

These rings are much sought after by spellcasters who have little time to spend preparing spells. A *ring of meditation* halves the time a spellcaster requires to prepare spells or meditate for spells. The ring must be worn continuously for one full day before it grants its power to a wearer.

Strong universal; CL 13th; Forge Ring, *limited wish*; Price 3,750 gp.

Rod of Destruction

This deadly item appears as a golden rod that is caked with blood and ashes at one end. It can be used only once before it is destroyed. Upon the command of its possessor, a *rod of destruction* unleashes a powerful pulse of negative energy upon up to twenty creatures chosen by the wielder in a 75-foot radius. Each targeted creature takes 4d8+20 points of damage. Undead are instead healed by this pulse. A successful DC 22 Will save halves the damage. A *rod of destruction* crumbles into non-magical sand when it is used.

Strong necromancy; CL 20th; Craft Rod, Enlarge Spell, *mass inflict critical wounds*; Price 10,000 gp.

Rod of Miracles

A *rod of miracles* is a fantastically powerful magic item. It appears as a rod of adamantine that has been dipped at either end into molten ruby. A *rod of miracles* can be used only once. Upon the command of its possessor, a *rod of miracles* flashes with pure white light. This flash of light *heals*, as per the *mass heal* spell, all creatures within a 30-foot radius (including the owner of the rod). The owner can select which creatures in range to heal; she does not have to affect all creatures in this radius.

Any creature healed by a *rod of miracles* that has the ability to cast spells can immediately recall up to nine spells that she had previously cast. These spells are prepared again, just as if they had not been cast. Characters that do not prepare spells instead have up to nine spell

ANCESTRAL WEAPON

Power Level	Bonus Damage	Ability Bonus	Fast Healing	Magic Properties
1	—	—	—	—
2	+1d6	+1	2	Keen
3	+2d6	+2	4	Defending
4	+3d6	+3	6	Speed
5	+4d6	+4	8	Dancing

slots return, just as if these slots had never been used to cast spells. Only one spell per spell level may be so recalled in this manner; if a character had cast three 3rd-level spells when this effect manifests, she can only recall one of those 3rd-level spells. Creatures that are damaged by the *heal* effect (such as undead) do not get to recall previously cast spells.

A *rod of miracles* melts into nonmagical water when it is used.

Strong conjuration; CL 20th; Craft Rod, *miracle* or *wish, mass heal;* Price 110,000 gp.

Soul Elixir (Minor Artifact)

The fabulous *soul elixirs* are said to be brewed by deities to serve as refreshments. They only rarely find their way into mortal hands, where their potent effects can invest permanent changes and enhancements to the mortal who drinks them. The effects of a *soul elixir* depend on what type of elixir it is, but in all cases the benefit granted by a *soul elixir* is permanent. These bonuses stack with all other bonuses, including themselves. As a result, you should take care when introducing a *soul elixir* to a campaign; multiple *soul elixirs* can quickly unbalance a game.

The known varieties of soul elixirs are as follows; others undoubtedly exist.

Elixir of Bard's Brew: The drinker's Charisma score is increased by +1.

Elixir of Cat's Grace: The drinker's Dexterity score is increased by +1.

Elixir of Dragons: The drinker's Constitution score is increased by +1.

Elixir of Elixirs: All of the drinker's ability scores are increased by +1.

Elixir of Giant's Touch: The drinker's Strength is increased by +1.

Elixir of Intuition: The drinker's Wisdom is increased by +1.

Elixir of Knowing: The drinker's Intelligence score is increased by +1.

Elixir of Vitality: The drinker's maximum hit points are increased by +10.

Overwhelming transmutation; CL 21st.

Soul Shard (Minor Artifact)

A *soul shard* appears as a softly glowing piece of translucent crystal, about the size of an adult human's fist. *Soul shards* are slightly warm to the touch and seem to hum with a soft but pleasant tone. These minor artifacts are thought by some to be the crystallized thoughts or tears of the gods, but their true origin is a mystery.

Any creature that owns an *ancestral weapon* can touch the weapon to a *soul shard* as a standard action. Doing so causes the *soul shard* to flash with energy and vanish; the energy is instantly absorbed by the *ancestral weapon.* Once an *ancestral weapon* absorbs five *soul shards,* it advances to the next level of power. A 5th-level *ancestral weapon* does not absorb *soul shards.*

Overwhelming transmutation; CL 25th.

Tordek's Mettle

This ring grants a +4 enhancement bonus to Strength and a +2 enhancement bonus to Constitution while worn.

Moderate transmutation; CL 8th; Forge Ring, *bear's endurance, bull's strength;* Price 22,000 gp.

Warp Stone

A *warp stone* appears as a smooth-edged triangular blue crystal the size of an apple. A strange flaw in the shape of a simple rune can be seen inside it. Before a *warp stone* can be used, it must be keyed to a particular location by touching the stone to a solid surface, where it creates an *arcane mark* on that surface. A *warp stone* can cast *arcane mark* in this manner an infinite number of times, but each time a new *arcane mark* is created, the previous one vanishes.

On command, the owner of a *warp stone* can *greater teleport* to the location on which the *warp stone's arcane mark* is currently located. Doing so causes the *warp stone* to crumble to powder.

Strong conjuration; CL 13th; Craft Wondrous Item, *arcane mark, greater teleport;* Price 6,000 gp.

D&D HEROES MONSTERS

What would D&D be without monsters? *D&D Heroes* doesn't skimp on beasties for you to fight. Again, the majority of these critters should be familiar to players of D&D, but being able to see them in motion as they poison, burn, shriek, and otherwise inflict mayhem is quite rewarding. The three monsters presented here represent a typical selection of some of the new creatures you can expect to face in the glaciers, jungles, and graveyards of the world.

Eldritch Archer

Medium Undead
Hit Dice: 16d12 (104 hp)
Initiative: +12
Speed: 30 ft.
Armor Class: 26 (+8 Dex, +8 natural), touch 18, flat-footed 18
Base Atk/Grp: +8/+12
Attack: Claw +12 melee (1d6+4) or *eldritch longbow* +21 ranged (1d8+9/19-20)
Full Attack: 2 claws +12 melee (1d6+4) or *eldritch longbow* +21/+19/+14 ranged (1d8+9/19-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Eldritch longbow, storm of arrows, vampiric arrows
Special Qualities: Damage reduction 10/bludgeoning and good, darkvision 60 ft., spell resistance 25, undead traits
Saves: Fort +5, Ref +13, Will +11
Abilities: Str 18, Dex 27, Con —, Int 15, Wis 12, Cha 18
Skills: Balance +29, Climb +23, Jump +25, Listen +20, Spot +20, Tumble +29
Feats: Far Shot, Improved Initiative, Improved Natural Attack[B], Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot
Environment: Any
Organization: Solitary or pack (4-10)
Challenge Rating: 13
Treasure: Standard
Alignment: Always lawful evil
Advancement: 17-48 HD (Medium)
Level Adjustment: —

This creature looks like an animated humanoid skeleton, cold red light shining in its eyesockets and mouth. It wields an unnerving composite longbow crackling with black lightning.

An eldritch archer is a magically animated skeleton of an elven arcane archer that has been killed through exacting and foul unholy rituals. Several powerful osyluths are reputed to know the secrets of creating an eldritch archer, and they sometimes give favored mortal minions these secrets to aid in creating loyal guardians for particularly important sites.

Eldritch archers average about five feet tall and weigh about 60 pounds.

Combat

Although an eldritch archer's claws are unnaturally strong and sharp, the

undead creature's favored method of attack is with its eldritch longbow, a *+5 composite longbow* fueled and enhanced by the same fell energies that animate the undead elf itself. They do their best in combat to maintain ranged superiority over the enemy. Many eldritch archers wear magic elven chainmail, but the statistics given here reflect the standard unarmored eldritch archer.

Eldritch Longbow (Su): An eldritch archer's longbow is a *+5 keen composite longbow (+4 Strength).* The unholy power that grants the creature its undead life is the same energy that infuses this longbow; when an eldritch archer is slain its longbow melts away into a foul-smelling black tar. If an eldritch archer's longbow is taken from it, the weapon melts into tar. An eldritch archer can manifest a new longbow as a full-round action that provokes an attack of opportunity. The eldritch longbow magically creates arrows as its undead wielder requires, although the arrows themselves are nonmagic.

Storm of Arrows (Su): Once every 1d4+1 rounds, an eldritch archer may fire a storm of arrows as a full-round action. This ability allows the archer to make a single attack with its eldritch longbow against every target within a 100-foot long cone. Alternatively, the eldritch archer may focus its storm of arrows on a single target within 100 feet. It makes a single ranged attack roll to hit this target, and if it hits, 2d4 arrows strike the target. Each arrow deals 1d8+9 points of damage. If the eldritch archer scores a critical hit using this method, only the first arrow deals critical damage.

Vampiric Arrows (Su): As a full-round action, an eldritch archer may fire a single vampiric arrow rather than regular arrows. A vampiric arrow is wreathed in a roiling cloud of purple smoke that forms screaming skulls and tormented faces in its wake. If a vampiric arrow hits a living target, it deals 6d6 points of negative energy damage to the target and heals the eldritch archer an amount equal to the damage dealt. Hit points gained in excess of the eldritch archer's normal maximum provide no benefit. An undead creature struck by a vampiric arrow is instead healed 6d6 points of damage; in this case, the eldritch archer gains no healing from the attack.

Ice Golem

Large Construct (Cold)
Hit Dice: 24d10+30 (162 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 32 (-1 size, -1 Dex, +24 natural), touch 8, flat-footed 32
Base Atk/Grp: +18/+32
Attack: Slam +27 melee (1d8+10)
Full Attack: 2 slams +27 melee (1d8+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, ice shards
Special Qualities: Berserk, construct traits, damage reduction 10/adamantine, darkvision 60 ft., icemound form, immunity to magic, immunity to cold, low-light vision, vulnerable to fire
Saves: Fort +8, Ref +7, Will +8
Abilities: Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: Improved Natural Attack
Environment: Any cold
Organization: Solitary or gang (2-4)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 25-30 HD (Large), 31-48 HD (Huge), 49-72 HD (Gargantuan)
Level Adjustment: —

This lumbering behemoth appears as a crudely shaped humanoid statue, built of jagged blocks of ice. The half-finished visage on its face is cruel and fearsome.

This golem has a humanoid body made from ice.

An ice golem is 15 feet tall and weighs around 6,000 pounds. Its body is crudely formed, but every angle of its body bears numerous razor-sharp surfaces. Portions of its body are clouded and opaque, while others are of supernaturally transparent ice, giving the impression that portions of its body are unconnected to the rest of it.

Although an ice golem cannot make any vocal noise, its body creates a terrible cacophonic din, as of tremendous icebergs colliding in a frozen sea, or of an ice shelf calving off a glacial face and down the side of a mountain.

Combat

Ice golems are terrible opponents in melee combat. They use few tactics, lunging toward the closest creature they can sense and focusing their attacks on a single target.

Breath Weapon (Su): 15 foot cone; free action once every 1d4+1 rounds; 12d6 points of cold damage; Reflex save DC 22 half. The save DC is Constitution-based.

Ice Shards (Su): An ice golem can create razor-sharp missiles of ice and hurl them as a standard action. This attack allows the ice golem to target all creatures and objects in a 30-foot-long cone. The ice golem makes one ranged attack (with a +16 ranged attack bonus) against every object and creature in this area. A creature or object struck takes 3d8+10 slashing damage plus 2d6 cold damage. A successful critical hit doubles the slashing damage dealt but not the additional cold damage.

Berserk (Ex): When an ice golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. If there are no objects or creatures to destroy within 40 feet, the ice golem assumes its icemound form, animating again once a creature comes within range of its slam attack. Once an ice golem goes berserk, no known method can reestablish control.

Icemound Form (Su): An ice golem can assume the form of a mound of ice and snow as a standard action. In this form, the golem cannot move or attack, but it gains a +20 circumstance bonus to Hide checks (for a +15 bonus total) in snowy terrain. An ice golem can assume its regular form as a free action. Ice golems are often commanded to guard an area in icemound form, and they often attack with surprise.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance, except for spells with the fire descriptor. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that deals cold damage heals 1 point of damage for each 3 points of damage the attack would have otherwise dealt. An ice golem gets no saving throw against cold effects.

Spells with the fire descriptor affect an ice golem normally. A spell with the

fire descriptor that damages an ice golem creates a cloud of steam and mist. This cloud extends to a radius of 10 feet from the golem, and grants concealment to all creatures inside its area (including the golem). The steam and mist persist for 2 rounds.

Construction

An ice golem is somewhat crudely built from large boulders of ice, mortared together with snow and water that quickly freezes; 6,000 pounds of ice are required to build the golem. The ice itself must be laced with powdered diamonds worth a total of 15,000 gp. Assembling the body requires a DC 18 Craft (sculpting) check.

CL 17th; Craft Construct, *antimagic field, geas/quest, ice storm, limited wish, polymorph any object;* Price 175,000 gp.

Jungle Spider

Medium Vermin
Hit Dice: 10d8+40 (85 hp)
Initiative: +7
Speed: 40 ft., climb 40 ft.
Armor Class: 20 (+7 Dex, +3 natural), touch 17, flat-footed 13
Base Atk/Grp: +7/+10
Attack: Bite +10 melee (1d8+4 plus poison)
Full Attack: Bite +10 melee (1d8+4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Lunge, poison, toxic cloud
Special Qualities: Darkvision 60 ft., immunity to poison, vermin traits
Saves: Fort +11, Ref +10, Will +3
Abilities: Str 16, Dex 25, Con 19, Int –, Wis 10, Cha 2
Skills: Climb +11, Jump +30, Spot +8
Feats: –
Environment: Warm forest
Organization: Solitary, pair, or swarm (3-12)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Large), 21-30 HD (Huge)
Level Adjustment: –

This spider is the size of a large dog. Green venom drips from its mandibles, and its body is brightly colored with red and black stripes.

Jungle spiders are a dangerous form of monstrous spider often found near yuan-ti encampments. Many adventurers believe that these spiders have somehow been enhanced by yuan-ti magic, but in truth the yuan-ti have little interest in magically enhancing non-reptilian creatures. The jungle spider is simply naturally dangerous to an extent not found in most other monstrous spiders of its size.

A jungle spider is about seven feet long and weighs about 250 pounds.

Combat

Jungle spiders are not web-spinning spiders; they hunt their prey with great agility and viciousness.

Lunge (Ex): If a jungle spider charges a creature and incorporates a jump as the final part of the charge, it gains a +4 circumstance bonus to its attack roll. Additionally, for every 10 points by which the Jump check exceeds 20, the jungle spider's charge attack deals an additional +1d6 points of damage. For example, a Jump check result of 34 deals +1d6 points of damage, and a Jump check result of 41 deals +2d6 points of damage.

Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Toxic Cloud (Ex): As a standard action, a jungle spider can expel the contents of its poison glands through a number of tiny apertures along its thorax and abdomen. This creates a greenish cloud of poisonous mist in a radius of 10 feet. Any creature in this area must succeed at a DC 19 Fortitude saving throw or take 3d4 points of Strength damage. A jungle spider may emit a toxic cloud once every 1d4+1 rounds. A jungle spider's bite is nonpoisonous as long as it cannot emit a toxic cloud.

Skills: A jungle spider gains a +8 racial bonus to Climb and Spot checks and a +10 racial bonus to Jump checks.

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BATTLEGUARD OF TEMPUS

Soldier-Saints of the Lord of Battle

by Thomas M. Costa · illustrated by Jason Engle

Battleguards are formidable soldier-priests of Tempus who specialize in every aspect of military affairs. Strategists and tacticians, their knowledge and guile can sway the tide of battles before they are even fought. Battle smiths and logisticians, they devotedly craft the arms of the faithful and speed even the most grueling marches. Harsh drill sergeants and exacting taskmasters, they understand the strength of recognizing and rewarding heroism and easily win their troops' unwavering loyalty. Battle rousers and holy champions, they inspire their followers to epic feats of courage and daring, all to glorify Tempus's name.

Whenever possible, battleguards take steps to prepare their companions for forthcoming battles and make use of healing magic to assist those who fall in valiant combat. These holy warriors are often organized into a military hierarchy. Common ranks in ascending order include: Warpriest, Swung Sword, Terrible Sword, Lance of the Lord, Shield of the God, Swordmistress/Swordmaster, Battlelady/Battlelord, and Lady/Lord of the Field—but these are often superseded by titles that go with a position, such as Battle Chaplain of a shrine or Trusted Sword (seneschal) of a temple. Church authorities assign ranks in light of service, needs, and situation. Brevet (or temporary) commands are common in desperate situations.

Most battleguards are clerics of Tempus, although many are multiclassed as barbarians, divine champions, or fighters. They regularly serve in fighting forces across the Realms, notably among the Flaming Fists of Baldur's Gate.

Class Features

All the following are class features of the battleguard of Tempus.

Weapon and Armor Proficiency: A battleguard is proficient with all simple and martial weapons, and all types of armor and shields. They prefer to wield axes and swords and to wear the best armor they can afford. Battleguards of high rank often wear a spiked gauntlet as a badge of office, especially when leading an army into battle, although it is rarely a weapon of choice.

Spells per Day: At each indicated battleguard level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a battleguard, the player must decide which class to add each battleguard level to for the purpose of determining spells per day.

Army Domain: At 1st level, a battleguard gains access to the Army domain. The battleguard receives the Army domain's granted power, and if a cleric, may choose from the domain's spell list when choosing domain spells each day.

Arms Lore (Ex): At 1st level, a battleguard develops a wealth of knowledge about weapons and armor (including shields, helmets, and gauntlets). This ability works exactly like the bardic knowledge ability of the bard class, but only to facts relating to arms and armor. The knowledge check bonus is equal the character's battleguard level + his Intelligence modifier. If a battleguard has bard levels (or levels in another class with a similar ability, such as loremaster), his battleguard levels and his levels in the other appropriate class stack for the purposes of using bardic knowledge in matters involving armor and weapons.

Weapon of Choice (Ex): At 1st level, the battleguard must choose a weapon with which he has the Weapon Focus feat. The battleguard must then consecrate the weapon to Tempus in a lengthy ceremony of meditation and fasting, which takes a tenday. Should the battleguard's weapon of choice be lost, stolen, or destroyed, the battleguard must reconsecrate another weapon. A ranged weapon cannot be chosen as a weapon of choice.

Enchant Weapon (Su): At 2nd level, a battleguard can temporarily enhance his weapon of choice (see above) to achieve a specific effect. The effect lasts for 1 minute per level, and the battleguard can create the effect once per day. The battleguard can choose from any special ability (including an enhancement bonus) with a +1 equivalent market price modifier. The effect ends if the weapon leaves the battleguard's grasp.

This ability improves at 6th level and 10th level, allowing the battleguard to choose weapon special abilities equivalent to a +2 or +3 modifier respectively.

Battleforger (Ex): Battleguards are master smiths and, beginning at 3rd level, receive a +2 competence bonus to all Craft (armorsmithing) and Craft (weaponsmithing) checks.

***Identify Arms* (Sp):** At 5th level, a battleguard can determine the single most basic function of any weapon or piece of armor, as per the *identify* spell, a number of times per day equal to the battleguard's Charisma bonus (minimum 1 per day).

Diehard (Ex): Battleguards are often the last standing. At 7th level, battleguards gain the Diehard feat as a bonus feat, regardless of whether or not they meet it's prerequisites.

***Analyze Arms Dweomer* (Sp):** At 9th level, a battleguard can discern the magical properties of any piece of

BATTLEGUARD OF TEMPUS

Requirements

HIT DIE: D10

To qualify to become a battleguard of Tempus, a character must fulfill the following criteria.

Patron: Tempus.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Craft (armorsmithing) 5 ranks, Craft (weaponsmithing) 5 ranks, Handle Animal 3 ranks, Ride 3 ranks.

Feats: Combat Casting, Leadership, Weapon Focus (any).

Spells: Ability to cast 2nd-level divine spells. Clerics must have access to the War domain.

Special: Must have been in at least five battles, and on the winning side of at least three battles involving fifty or more combatants.

BATTLEGUARD OF TEMPUS

Class Skills

The battleguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Ride (Dex), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

THE BATTLEGUARD OF TEMPUS ADVANCEMENT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Army domain, arms lore, weapon of choice	
2nd	+2	+3	+0	+0	Enchant weapon +1	+1 level of existing class
3rd	+3	+3	+1	+1	Battleforger	
4th	+4	+4	+1	+1		+1 level of existing class
5th	+5	+4	+1	+1	*Identify arms*	
6th	+6	+5	+2	+2	Enchant weapon +2	+1 level of existing class
7th	+7	+5	+2	+2	Diehard	
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	*Analyze arms dweomer*	
10th	+10	+7	+3	+3	Enchant weapon +3	+1 level of existing class

armor (including shields, helms, and gauntlets) or weapon, as per the *analyze dweomer* spell, a number of times per day equal to the battleguard's Charisma bonus (minimum 1 per day).

Ex-Battleguards

Like clerics, a battleguard who grossly violates the dogma of Tempus loses all spells and class features and cannot gain levels as a battleguard of Tempus until he atones (see the *atonement* spell description).

ARMY DOMAIN

Granted Power: You have the spell-like ability to inspire allies within 30 feet, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a full-round action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

ARMY DOMAIN SPELLS

1. *Bless*
2. *Lighten load**
3. *Prayer*
4. *Divination*
5. *Easy march**
6. *Heroes' feast*
7. *Greater scrying*
8. *Mass heal*
9. *Teleportation circle*

An asterisk (*) following a spell name signifies a new spell described below.

EASY MARCH

Transmutation
Level: Clr 5, Army 5
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5ft./2 levels)
Area: 30-ft.-radius spread
Duration: 1 day/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You enable all creatures making local or overland movements (as per Table 9-3 on page 162 of the *Players Handbook*), including mounts, to move swiftly overland without suffering the tiring effects of prolonged travel. Creatures hustling under the effects of this spell are treated as though they are merely walking, ignoring the potential to take damage or become fatigued from hustling. In addition, forced march movements are easier to sustain, requiring only a DC 5 (+ 1 per extra hour) Constitution check each hour after a day's initial 8 hours of travel.

For example, a troop (all of which have a speed of 30 feet) marching under the effects of this spell could hustle for an entire day's travel (8 hours), moving 48 miles, without making any checks for fatigue. If the troop wanted to make a forced march by traveling for longer than 8 hours, it must make a DC 5 Constitution check (+1 per every hour it continues on after its first additional hour) per continued hour of travel, moving another 6 miles each hour.

The spell has no effect on round to round (tactical) movement or to modifiers to speed due to terrain, fatigue, weather, or other factors.

LIGHTEN LOAD

Transmutation
Level: Clr 2, Army 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You are capable of carrying a greater load than your Strength might allow. While affected by this spell, your carrying capacity (as per Table 9-1 on page 162 of the *Players Handbook)* is improved as if you had gained 1 point of Strength per caster level, to a maximum of +10. This virtual Strength is only useful for calculating carrying capacities and determining the effects of carrying loads (as per Table 9-2 on page 162 of the *Players Handbook).* The Strength bestowed by this spell offers no benefit to combat rolls, skill checks, or other activities moving a grappled creature; the bonus should not be interpreted as a bonus to any other situation except to those noted above. Thus, if a 6th level cleric were to cast this spell upon a character with a 12 Strength, the target's Strength score remains the same, yet his maximum heavy load increases to 300 lb. as if he had a Strength of 18.

HOLY STRATEGISTS OF THE RED KNIGHT

by Travis Stout · illustrated by Fred Hooper

Holy strategist is the name by which a cleric of the Red Knight is known, and it is an apt title indeed. By devoting themselves to mastering military tactics and strategy, these militant clerics hone their minds and bodies into the deadliest weapons in Faerûn. So impressive is their reputation that armies outnumbering their foes three to one have been known to surrender upon learning that a holy strategist leads the opposing force.

The holy strategists' devotion to discipline and a structured, military lifestyle makes them popular with priests of Torm and Tyr, and clerics of the Red Knight often cooperate with priests of Valkur to jointly oversee naval battles. Most holy strategists harbor a certain distaste for clerics of Garagos and almost universally despise Cyricists. They get along well with most other characters who demonstrate an understanding of (or at least a healthy respect for) the use of tactics. Although they are closely allied, priests of the Red Knight and priests of Tempus often find themselves at odds, since many of the Lord of Battle's followers disdain planning, preferring to simply rush into battle.

THE CLERGY

Collectively, the clerics of the Red Knight are referred to as the Red Fellowship. Many members serve as high-ranking commanders in armies throughout Faerûn, often personally leading elite "special forces" units. Others who are not directly in the employ of the church serve as instructors at military academies or as quartermasters in charge of keeping the troops on the front line fed and supplied.

As befits the clergy of such a militant goddess, holy strategists are ranked in a rigid hierarchy. Their titles of rank are almost always based on character level, but extraordinary events can earn a holy strategist a promotion or demotion that is not in accordance with level.

The titles used by the Red Fellowship are, in ascending order: Page (1st-2nd level), Squire (3rd-4th level), Knight (5th-6th level), Knight Quartermaster (7th-8th level), Knight Commander (9th-10th level), Knight Captain (11th-12th level), Lord Knight (13th-14th level), Lord Knight Commandant (15th-16th level), and Lord Knight of the Red Standard (17th level and higher). Recently, as the clergy of the Red Knight has grown in size, the practice of preceding this title with a relative ranking has fallen out of favor. Not surprisingly, many holy strategists also have military ranks bestowed by whatever armies they serve in.

Affiliated Orders

Most paladins who serve the Red Knight are members of the Order of the Red Falcon. Although small in number, the knights of this order are master soldiers who have triumphed against overwhelming odds on numerous occasions.

The Order of the Red Falcon is based at the Citadel of Strategic Militancy, but many of its members travel throughout Faerûn, serving in various armies to teach military history and to keep abreast of any new or intriguing battle tactics. Paladins of the Order of the Red Falcon may freely multiclass as fighters or as clerics of the Red Knight.

Vestments

For ceremonial functions, a holy strategist wears a suit of half-plate or full plate enameled in a blood-red hue. Over this armor, she wears a snow-white tabard embroidered with the Red Knight's holy symbol. For less formal occasions, holy strategists wear flowing robes of red accented with white. The shade of red depends on the individual's rank, ranging from almost black at lower ranks to brilliant crimson at higher ones. Unlike Tempuran priests, holy strategists are not forbidden to cover their faces with their helms, so they often wear ornate, full-face helmets when they wish to convey a grand impression. A holy strategist's holy symbol is usually carved from some type of semiprecious red gemstone, but it is treated as a silver holy symbol for the purpose of determining price, weight, and hit points.

Adventuring holy strategists are expected to wear the highest-quality armor they can afford, although their regular armor is not usually red-enameled. The Red Fellowship does not expect its members to keep their armor spotless at all times, but almost all holy strategists do so anyway, as a point of pride. In the field, a holy strategist is expected to carry a banner or shield marked with an easily recognizable symbol (often the Red Knight's holy symbol, but just as frequently a personal coat of arms or insignia) to serve as a rallying point for her allies. Despite this requirement, however, holy strategists are not prohibited from removing or concealing their symbols should doing so provide some tactical advantage.

PLACES OF WORSHIP

The most important temple of the Red Knight is the Citadel of Strategic Militancy, which is located about 40 miles northeast of the city of Baldur's Gate. This massive keep was once the home of a minor noble family that served the goddess. During the Time of Troubles, the Red Knight possessed the last scion of that family—Kaitlin Bloodhawk—to serve as her avatar. Although the citadel was destroyed during that period, it was rebuilt later and now serves as the home of the Red War College, a new but already famous school for military officers.

The walls of the Citadel of Strategic Militancy are built of checkered red-and-white marble, and a massive, blood-red dome caps the central keep. The chapel is actually an enormous chessboard, where the priests play out ritualized human chess games during religious ceremonies. The First Lady Knight of the Red Standard, Kaitlin Bloodhawk, governs the citadel—the same woman who served as the Red Knight's avatar during the Godswar.

Other temples to the Red Knight are somewhat rare, although more are built every year. Each is dominated by a red-and-white chessboard floor, which the attendant priests keep polished to a brilliant gleam. Temples to the Red Knight in dangerous lands are often guarded by stone golems built of red or white marble and sculpted to look like enormous chess pieces. Smaller shrines, however, are common in fortresses and military

barracks all across Faerûn. Such a shrine might consist of nothing more than a chess set placed in a special alcove where supplicants can go to pray for the Lady of Strategy's guidance.

Holy Strategist Characters

Most holy strategists take a few levels of diviner to gain access to information-gathering arcane spells. The following notes provide suggestions on how to create a typical holy strategist character.

Key Abilities: Intelligence and Wisdom are the two most important abilities for holy strategists. Wisdom is vital because cleric spells are Wisdom-based, and Intelligence is important both for diviner spells and for skills such as Knowledge (history) that give benefits in planning battle strategy. Strength and Constitution are also useful, since holy strategists are expected to enter battle regularly. Charisma can be an important ability as well, particularly for characters who aim toward a prestige class such as warmaster or Purple Dragon knight. Since most holy strategists wear armor heavy enough to limit their agility, high Dexterity is not vital.

Alignment: Although clerics of the Red Knight can be of any alignment that is within one step of Lawful Neutral, most match their deity's alignment exactly.

Recommended Domains: War and Planning are usually the best domains for a holy strategist, since they provide an excellent mixture of offensive, defensive, and tactical spells. Furthermore, the bonus feats granted by these domains free up the holy strategist's available feat slots for other choices.

Recommended Skills: A holy strategist usually spends her skill points on Concentration (Con), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Ride (Dex), and Spellcraft (Int).

Recommended Feats: The Cosmopolitan and Education feats, both presented in the *Forgotten Realms Campaign Setting*, are helpful in gaining access to key skills that are cross-class for both clerics and diviners. Combat feats, such as those in the Power Attack and Dodge chains, are helpful to a front-line cleric, while the various divine feats presented in *Defenders of the Faith* can help the holy strategist and her allies crush undead foes, stave off poison and disease, and otherwise keep soldiering on. Five new feats, taught specifically by the Red War College to holy strategists, are presented below.

Recommended Spells: Although holy strategists are war priests, they are most effective when they prepare spells that enhance themselves or their allies (such as *bull's strength*, *bear's endurance*, *divine transformation*, and similar spells) and spells that provide information about their foes (such as *scrying*, *commune*, or *augury*). A smattering of offensive spells (such as *flame strike* or *searing light*) and defensive spells (such as *blade barrier* or *wall of stone*) help to round out the holy strategist's spell list. The new spells presented below are also favored by the Red Knight's clergy.

Multiclassing: As noted above, holy strategists usually take diviner levels in addition to their cleric levels. Typically, a holy strategist advances to 5th level as both a diviner and a cleric and thereafter advances solely in her cleric class. A more martial cleric of the Red Knight might prefer to take fighter or paladin levels rather than diviner levels. Likewise, a holy strategist wishing to focus on commanding troops should consider taking levels in the warmaster (from *Sword and Fist*), warpriest (from *Defenders of the Faith*), or Purple Dragon knight (from the *Forgotten Realms Campaign Setting*) prestige classes.

New Feats

The following feats are common among holy strategists. While they are normally taught only at the Red War College, the DM may choose to make them available to characters outside of the Red Fellowship as well.

Hard to Fool [General]

You have an innate knack for seeing through deceptions and lies.

Benefit: You gain a +2 bonus on Will saves against illusions and a +2 bonus on Sense Motive checks.

Improved Leadership [General]

You are renowned for your charisma and ability to command.

Prerequisites: Charisma 15, Leadership.

Benefit: You gain a +2 bonus to your Leadership score.

Lady's Gambit [General]

You can sacrifice your health to gain an advantage in combat.

Prerequisites: Base attack bonus +6, Iron Will, Power Attack.

Benefit: You may sacrifice a number of hit points (maximum sacrifice equals your character level), taking them from your current hit point total as if you had lost them to damage. For every two hit points so sacrificed, you gain a +1 bonus on attack and damage rolls for 1 round. Hit points sacrificed in this manner may be regained in the same way that hit points lost to damage can.

Special: Using this feat is a free action, but you may use it only once per round on your turn.

The Red Knight

Lady of Strategy, Grandmaster of the Lanceboard

FAERÛNIAN DEMIGOD

Symbol:	Red knight chess piece eyes of stars
Home Plane:	Warriors Rest
Alignment:	Lawful neutral
Portfolio:	Strategy, planning, tactics
Worshipers:	Fighters, gamesters, monks, strategists, and tacticians
Cleric Alignments:	LG, LN, LE
Domains:	Law, Nobility, Planning, War
Favored Weapon:	Longsword

If you don't have the *Forgotten Realms Campaign Setting*, the Red Knight should have her home plane be Ysgard or Acheron. Her domains should be Knowledge, Law, Protection, War.

Noble Warrior [General]

You are a skilled military commander from the ranks of the nobility, with an intimate knowledge of war and those who make it.

Benefit: You gain a +2 competence bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.

Pike Hedge [General]

You are particularly skilled at setting a weapon to receive a charge.

Prerequisites: Base attack bonus +2, Combat Reflexes, Hold the Line (from *Sword and Fist*).

Benefit: When readying an action to receive a charge, you deal double damage with any melee weapon, or triple damage with a spear, halberd, or any other polearm that normally deals double damage when set to receive a charge.

Special: A fighter may select Pike Hedge as one of his fighter bonus feats.

New Spells

The following spells are available to clerics of any deity, although typically only clerics of the Red Knight make regular use of them.

Analyze Opponent

Divination
Level: Clr 3
Components: S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You gauge the strengths and weaknesses of your opponents in order to gain combat advantages. Upon casting this spell, you learn a number of strengths or weaknesses of each target equal to 1 + one per two caster levels (maximum four per target). You may choose to learn strengths, weaknesses, or some combination thereof that you specify. If a creature has more strengths or weaknesses than you can learn with a single casting, you learn the most powerful ones first. Thus, if a monster can use *finger of death* at will and has sonic resistance 5, you would learn about *finger of death* first.

For example, suppose a 7th-level cleric casts *analyze opponent* on a black-armored warrior, choosing to learn one strength and two weaknesses. The warrior fails his save, and the DM informs the cleric's player that the opponent has the ability to drain energy (a strength), is vulnerable to sunlight, and can be repelled by a holy symbol (both weaknesses). The cleric comes to the conclusion that he is facing a vampire and breaks out the wooden stakes.

Knight's Move

Transmutation (Teleportation)
Level: Clr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 15 feet/2 levels (see text)
Target: You
Duration: Instantaneous

By accessing the Astral Plane, you can teleport with a limited distance and a circumspect form of movement. You may move up to 15 feet per two levels with this spell, but only in the fashion of a knight chess piece, with two-thirds of the movement in one direction and the rest in a perpendicular direction. For example, at 5th level you could move 20 feet in any one direction, then 10 feet in a perpendicular direction. At 6th level, you could move 30 feet in one direction, then 15 feet in a perpendicular direction.

If you would arrive in a place that is already occupied by a solid body, the spell simply fails.

Out of Thin Air

Summoning Monsters in D&D and D&D Miniaures

by Jesse Decker and Michael Donais · images provided by Wizards of the Coast

In most groups, it's the DM who provides a place to play, the DM who arranges the game time, and the DM who provides the miniatures. Even though it happens this way in many groups, few would argue that this arrangement is a fair division of labor. With the third set of D&D miniatures right around the corner, the most miniatures-intensive players around, those with spellcasting characters, can help the DM and be ready with miniatures whenever they're calling in help for a big fight.

SUMMON MINIATURE ALLY

The *summon monster* and *summon nature's ally* spells add a lot to D&D combats, but having a miniature ready when you summon a monster makes your spell seem cooler and the monster seem more a part of the action. The Summon Miniatures sidebar presents miniatures-friendly versions of the *summon monster* and *summon nature's ally* spells that use only miniatures from the *Harbinger*, *Dragoneye*, and *Archfiends* sets. Most of the figures on this list are common or uncommon, so it shouldn't be too hard to collect the monsters that you'll need to use these versions of the summoning spells. In some cases, especially the high levels of *summon nature's ally*, no monster of a suitable power level has yet been created as a miniature. At these levels, multiples of appropriate lower-level miniatures are listed.

BE A GOOD SUMMONER

The *summon monster* and *summon nature's ally* spells provide interesting and versatile ways to overcome a variety of challenges throughout a D&D session, making them a valuable part of any spellcaster's arsenal. This versatility, however, comes with a price, and summoned monsters, especially in the hands of an unprepared player, can really bog down a gaming session. For the short time that the monster is present, a summoner runs two or more characters, usually during the most demanding part of the game session. Outside of combat, this rarely becomes a problem, but summoned monsters can easily grind a combat to a halt. This problem rears its head again and again at high levels, when the summoner has a wider variety of monsters to call on, each of them with several complex special abilities. Because it provides so many effective combat options, summoning can greatly add to a play session, but it's important that each summoner do his part to keep the combat moving along at a steady clip and to leave time for the other players to enjoy their turns. The tricks listed here will help you play your summoner without slowing down the combat or the game session.

Choose your monsters ahead of time. Spellcasters remain the most complex D&D characters to play, and the summoning spells are some of the most complex and demanding spells in their broad arsenal. To keep the game moving, you need to know what you're summoning before you cast the spell. During the middle of a fast-paced combat, in fairness to the other players, you simply can't stop the gaming session for 20 minutes while you flip through the *Monster Manual*. As you prepare your character's spells, you'll get a good idea of how many summoning spells you're preparing, and that's the time you should use to familiarize yourself with all of the monsters on your summoning lists. The best time to do this kind of research is at home before the game session begins, but if you've got to spend a few minutes perusing the rulebooks while the other players guide the party through a roleplaying encounter or two, it's still a far better choice than slowing down combat.

The good news is that your best summoning spells will be quite limited, because for most combats only monsters that you summon with your highest- or second-highest-level summoning spell will be relevant challenges to the foes that you're fighting. For example, if you're playing a 15th-level wizard, it's far more valuable to really know the monsters on the *summon monster VIII* and *summon monster VII* lists than it is to have a passing familiarity with the monsters on all the summoning lists.

Know your monsters. Even reading the *Monster Manual* ahead of time and choosing the creatures isn't enough by itself, you've also got to be ready to run the monsters in combat . After you choose the creatures that you're going to summon, prepare a quick record sheet of the monster you're most likely to summon. This needn't be as involved as a normal character sheet, but it should have a place to track the monster's hit points, list its attacks, list its major abilities (including any saving throw DCs), and list its defenses (including saves), Armor Class, and spell resistance. This sheet shouldn't take a long time to prepare, but it will save you a ton of time at the gaming table.

One great way to really understand your monster's abilities is to think of what the monster does best and what situations best suit the monster's abilities. You'll probably want to first identify the monsters on the list that are best at pounding the tar out of other monsters—that's mostly what you'll be asking them to do. The other major roles for summoned monsters are scouting and spellcasting. A 13th-level wizard who prepares one *summon monster VII* spell and one *summon monster VI* spell might want to think about his potential summoning candidates like this:

Summon Monster VI: Celestial dire lion (summon to fight), Large earth elemental (summon to scout in a dungeon environment), air elemental (summon to scout in a wilderness or urban environment).

Summon Monster VII: Huge earth elemental (summon to fight), Huge air elemental (summon to fight flying opponents), bone devil (summon to fight spellcasters).

Use the stat cards. Using the stat cards provided with the miniatures gives you a quick way to reference all of your summoned creature's statistics. Keep them around, because they're useful for D&D play as well as the skirmish rules.

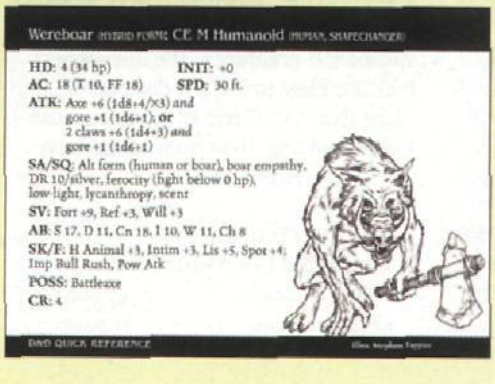
Have the miniatures or counters ready. Don't leave this to the DM. Even if you don't use the miniatures-friendly versions of the summoning spells presented in this article, you should have some way to keep track of your monsters' positions that's appropriate to your group's play style. If you use nothing but painted miniatures, bring minis of what you want to summon or choose monsters only from the miniatures that your group has on hand. If your group uses counters or other ways of keeping track of combat, bring whatever is appropriate.

Don't over summon. When dealing with complex spellcasting characters and the monsters that they summon, it's important to know your own limits and understand the group that you're playing with. If you're happiest when taking 30-minute turns and don't mind keeping track of six or seven powerful and complex characters, then you shouldn't worry about the number of monsters that you summon or how complex they are. If you're like most players, it's probably better for your group if you never summon more than two or three monsters in any one combat.

Roll attacks and damage together. Page 142 of the *Player's Handbook* has an excellent sidebar about how to speed up combat as a player. One of its best suggestions is particularly relevant when you're playing two or three summoned monsters in addition to your normal character. When the creature or character before you in initiative is acting, roll your attack and damage dice, and write down the numbers. When it's your turn (or your monster's), simply read off the numbers and your turn will take half the time or less. Alternatively, you can have your summoned creatures deal average damage with every hit.

Act on different initiatives. Normally, summoned monsters act on your initiative, but if you make them act two or three places later in the initiative order, you wont' be stuck try-

THE WEREBOAR IS A DANGEROUS MODEL IN MELEE EVEN WITHOUT ITS SPECIAL ABILITY.


Wereboar (HYBRID FORM) CE M Humanoid (HUMAN, SHAPECHANGER)
HD: 4 (34 hp)
INIT: +0
AC: 18 (T 10, FF 18)
SPD: 30 ft.
ATK: Axe +6 (1d8+4/×3) and gore +1 (1d6+1); or 2 claws +6 (1d4+3) and gore +1 (1d6+1)
SA/SQ: Alt form (human or boar), boar empathy, DR 10/silver, ferocity (fight below 0 hp), low-light, lycanthropy, scent
SV: Fort +9, Ref +3, Will +3
AB: S 17, D 11, Cn 18, I 10, W 11, Ch 8
SK/F: H Animal +3, Intim +3, Lis +5, Spot +4; Imp Bull Rush, Pow Atk
POSS: Battleaxe
CR: 4
D&D QUICK REFERENCE

FIRST LOOK ARCHFIENDS
Wereboar
16
LVL: 4
SPD: 6
AC: 18
HP: 35
MELEE ATTACK: +6 (1D)
RANGED ATTACK: —
TYPE: Humanoid (Human, Shapechanger)
SPECIAL ABILITIES: Difficult 4. Death Strike (When this creature's hp are reduced to 0 or lower, it may make one immediate melee attack); DR 5
27/60 • DUNGEONS & DRAGONS

ing to plan and resolve actions for multiple creatures all at once.

Pay attention to the action. The most important piece of advice is much less concrete than the other suggestions here. If you're running multiple characters, cohorts, animal companions, mounts, or summoned monsters, you've got a greater responsibility for keeping the action going than the other players at the table and you need to be conscious of the length of your turns. Paying attention and knowing what you're going to do when your turn begins will make combats faster and gaming sessions much more enjoyable.

SUMMON DEFINITION FROM THE MINIATURES HANDBOOK

A *summon* spell (such as *summon monster* or *summon nature's ally*) brings a creature or creatures matching specified restrictions onto the battle grid within 6 squares of the summoner. (The controlling player must provide the appropriate miniature or miniatures.) A summoned creature does not activate on the round it appears, but afterward it activates as a normal member of the warband. A summoned creature does not add to a warband's cost, nor does it score victory points for the opponent who eliminates it. Summoned creatures do not count against the twelve creature limit for your warband; a warband can contain twelve creatures plus summoned creatures. Commanders cannot be summoned.

A summoned creature is immediately eliminated if the creature that summoned it is eliminated. Ignore any "Requires CREATURE" special ability of the summoned creature.

Common restrictions on the type of creature to be summoned include creature type, faction, and cost.

ARCHFIENDS

Archfiends has a lot of cool stuff to offer. It brings the D&D miniatures game demons, devils, aspects, its first ooze, psionics, and three new models that can summon monsters. There was a single low-level summoner in *Dragoneye* with the Druid of Obad-Hai, but now there is the Cultist of the Dragon, Evermeet Wizard, and Cleric of Bane as well. Not only are they higher-level casters with higher-level summoning spells, they are also harder to kill, so your summoned creatures won't go away as easily. Remember, if you kill the summoner, the summoned creatures die too.

There are a variety of options to take into account when using summoned creatures or making warbands based on the new *Archfiends* summoners. First of all, playing a summoner makes you take a second look at all the creatures of the type that can be summoned. For example the Human Cleric of Bane can summon an evil elemental or evil outsider that costs 15 points or less. This brings new value to the Dretch and the Water Elemental from *Dragoneye*. The Dretch, which is great against level 1 and 2 monsters but not as great against level 3 or higher creatures, is an excellent creature for summoning because you only summon it if your opponent has low-level targets for it to fight. The Dretch has a *scare* spell that only affects level 1 and 2 creatures; it also has DR, so if you need something with DR, it is an excellent choice. If fighting opponents with sneak attack or stunning attacks then the Water Elemental would be most helpful, because it cannot be flanked or stunned. This combination of making old models useful in new ways and being able to get just the model you need for a specific strategy makes summoning a particularly versatile tactic to consider.

When pricing commanders that can summon monsters, pay attention to how many points worth of monsters that model can summon. For example, the Cleric of Bane costs 57 points, but it can summon 30 points worth of models, so really you are only paying 27 for the cleric. The caveat is that if the cleric dies, all your summoned monsters also die. This means you shouldn't have to pay the full 30 points for the summoned creatures. The summoners that are easy to kill are discounted more than the Cleric of Bane because they could lose their summoned monsters very easily.

BANE'S EXECUTIONERS

Lawful Evil (99 points total)

1 Cleric of Bane	57 points
1 Half-Orc Monk	17 points
1 Blue Wyrmling	25 points

BANE'S EXECUTIONERS

This warband is tricky to play because it has a lot of things going on. In addition to his summoning, the Cleric of Bane has a very important commander effect. He gives +4 melee attack and +5 melee damage against out of command or routing models. This means a few things. First, you want highly mobile troops so that you can run in and kill your opponent's commander as soon as possible. Flying creatures and monks are ideal for this. Monks with stunning attacks are particularly good for this because if you even stun the opponent's commander, then you enjoy the big bonus from the Cleric of Bane. Another useful trick is to have lots of attacks. If you get multiple attacks with +5 damage each then you can get +10 or even +15 damage in one round. The Blue Wyrmling and the Half-Orc Monk turn out to be perfect for this situation.

Something to watch for when playing any summoner is protecting your commander. The opponent will try very hard to kill your commander so that all of the summoned creatures vanish. Because of this, you want to keep high offense units in your warbands to quickly kill anyone who engages your commander. The Half-Orc Monk and the Wyrmling are both good for that as well. Be aware of your opponent's rush at all times and make sure you at least get some free attacks of opportunity on them if they try such a tactic. Ideally, if you leave them just enough of an opening to let them get injured on the way in, then you can finish them off while your leader provides the flank.

Another tactic to keep in mind is not to advance too quickly. You want to cast as many spells as possible before you engage the enemy. You need to cast summon spells on turn 1 and 2 for sure. Then, if your opponent isn't in *sound burst* range, use *magic weapon* on your best fighters. *Sound burst* can be great for stunning your opponent's commander so that you can use your commander effect. Try to use terrain to keep your commander safe.

What you choose to summon can be very important. If you are fighting a lot of low level units, summon the

Dretch. If you are fighting things that stun, poison, or sneak attack, consider the Water Elemental. If you are not sure what to summon, the Xill is a pretty good deal. The Xill, like the Blue Wyrmling, gets 3 attacks, so he can gain up to +15 damage from the Cleric's commander effect. Also, the Xill's Mobility (+4 AC against attacks of opportunity) means that he can walk right up to the opponent's commander and attack him. Try to keep a balance between assassinating the opponent's commander while defending yours. It will not be easy.

When determining how far to advance before engaging, keep in mind that your troops are very fast. If they fail a morale check, they might leave the board in a single move unless you are fairly far advanced. Often though, it is your commander being attacked, so don't worry too much about the other troops routing.

EVERMEET WOLVES
Chaotic Good (99 points)

1 Evermeet Wizard	39 points
1 Moon Elf Fighter	49 points
1 Lidda	4 points
1 Ragnara	7 points

EVERMEET WOLVES

When the Evermeet Wizard summons a creature, she has to choose between Water Elementals or sets of three Wolves. If you need one solid model, the Water Elemental is a fair choice. The Wolves give you a lot of numbers though, which can be very useful, especially since you are trying to keep the enemy from reaching your Evermeet Wizard.

The tactics are much the same as they were for the Cleric of Bane summoner. Cast as many spells as you can before engaging. Guard your wizard closely because if she dies, 30 points worth of summoned creatures also die. Cast *mage armor* early. The Evermeet Wizard has cast *shocking grasp* before the fight began so she has a fairly reasonable melee attack. When she is engaged you can kill off the attacker using a combination of flanking and the wizard's *shocking grasp.*

Aspect of Bane 106
LVL: 14 SPD: 6
AC: 22 HP: 120
MELEE ATTACK: +21/+16 (15 magic)
RANGED ATTACK: —
TYPE: Large Outsider
SPECIAL ABILITIES: Independent. Aura of Fear 8 (Enemies in squares threatened by this creature gain Morale Save –8); DR 5; Melee Reach 2
Aspect of Bane: LE L Outsider (EVIL, EXTRAPLANAR, LAWFUL)
HD: 14 (119 hp) INIT: +3
AC: 22 (T 12, FF 19) SPD: 30 ft.
ATK: Morningstar +21/+16/+11 (2d6+10/19–20, evil, lawful, magic); or gauntlet +19/+14/+9 (1d4+6, evil, lawful, magic)
SA/SQ: DR 5/epic, darkvision 60 ft., fear aura (10-ft. radius, Will DC 27 negates), vesch 10 ft.
SV: Fort +13, Ref +12, Will +12
AB: S 21, D 17, Cn 18, I 19, W 17, Ch 30
SK/F: Bluff +27, Climb +10, Conc +21, Dipl +14, Diag +19, H Animal +18, Hide +4, Intim +29, Jump +11, Lis +12, M Sil +8, Ride +5, Srch +13, S Mot +12, Spell +21, Spot +12, Swim +7; B-Fight
POSS: +1 scale mail, +1 morningstar, +1 gauntlet
CR: 11
D&D QUICK REFERENCE

THE NEW ASPECT MINIATURES FROM THE ARCHFIENDS SET GIVE FACTIONS POTENT NEW MODELS TO INCLUDE IN WARBANDS.

FIRST LOOK ARCHFIENDS

SUMMON MINIATURES

Creature	Alignment	Set
Summon Monster I		
Celestial Dog (use Wolf)	LG	*Harbinger*
Summon Monster II		
Fiendish Wolf (Use Worg)	LE	*Harbinger*
Summon Monster II		
Abyssal Maw	CE	*Dragoneye*
Azer	LN	*Harbinger*
Dretch	CE	*Dragoneye*
Hell Hound	LE	*Harbinger*
Summon Monster IV		
Abyssal Eviscerator	LE	*Archfiends*
Barghest	LE	*Harbinger*
Stonechild	LG	*Dragoneye*
Summon Monster V		
Bearded Devil	LE	*Harbinger*
Hound Archon	LG	*Harbinger*
Medium Air Elemental	CG	*Dragoneye*
Medium Earth Elemental	LG	*Archfiends*
Medium Fire Elemental	CE	*Archfiends*
Medium Water Elemental	LE	*Dragoneye*
Summon Monster VI		
Large Earth Elemental	N	*Harbinger*
Large Fire Elemental	N	*Harbinger*
Salamander	LE	*Dragoneye*
Xill	LE	*Archfiends*
Summon Monster VII		
Bone Devil	LE	*Archfiends*
Erinyes	LE	*Archfiends*
Summon Monster VIII		
Aspect of Demogorgon	CE	*Archfiends*
Aspect of Orcus	CE	*Archfiends*
Vrock	CE	*Archfiends*
Summon Monster IX		
Aspect of Bane	LE	*Archfiends*
Aspect of Loith	CE	*Archfiends*

Creature	Alignment	Set
Summon Nature's Ally I		
Hyena	CE	*Harbinger*
Wolf	N	*Harbinger*
Summon Nature's Ally II		
2 Hyenas	CE	*Harbinger*
2 Wolves	N	*Harbinger*
Summon Nature's Ally III		
4 Hyenas	CE	*Harbinger*
4 Wolves	N	*Harbinger*
Summon Nature's Ally IV		
Dire Boar	N	*Harbinger*
Medium Air Elemental	CG	*Dragoneye*
Medium Earth Elemental	LG	*Archfiends*
Medium Fire Elemental	CE	*Archfiends*
Medium Water Elemental	LE	*Dragoneye*
Unicorn	CG	*Archfiends*
Summon Nature's Ally V		
Dire Lion	NG	*Dragoneye*
Summon Nature's Ally VI		
Large Earth Elemental	LG	*Harbinger*
Large Fire Elemental	CE	*Harbinger*
Shambling Mound	N	*Harbinger*
Summon Nature's Ally VII		
2 Large Earth Elementals	LG	*Harbinger*
2 Large Fire Elementals	CE	*Harbinger*
2 Shambling Mounds	N	*Harbinger*
Summon Nature's Ally VIII		
4 Large Earth Elementals	LG	*Harbinger*
4 Large Fire Elementals	CE	*Harbinger*
4 Shambling Mounds	N	*Harbinger*
Summon Nature's Ally IX		
6 Large Earth Elementals	LG	*Harbinger*
6 Large Fire Elementals	CE	*Harbinger*
6 Shambling Mounds	N	*Harbinger*

Expanded Psionics Preview #3
Psionic Power

BY BRUCE R. CORDELL

The *Expanded Psionics Handbook* debuts in April of this year. This is the third article previewing the changes you'll see when psionics are updated to the DUNGEONS & DRAGONS 3.5 rules.

What's that? You're happy with the psionic rules from the 3.0 *Psionics Handbook*? After all, the *Psionics Handbook* already incorporated and fused psionics rules of 1st and 2nd Edition D&D, creating a level-based system that worked within the confines of 3rd edition. Yet, anything worth doing is worth doing again, especially if the space to do it expands by fifty percent, and if you have the chance to excise mistakes while expanding good ideas. This is what's happened with the *Expanded Psionics Handbook*.

The first preview article for the *Expanded Psionics Handbook* discussed player character races and featured an all new race, the synads. In the second preview article, psionic feats and the concept of psionic focus were covered. In this article, we'll drill down to the heart of the matter: the manifestation of psionic powers.

PSIONIC POWERS

The 3.0 *Psionics Handbook* correlated each of the six psionic disciplines (clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy) to one of the six ability scores. If a psion wished to manifest a power from a particular discipline, he could only do so if his ability score associated with that discipline was at least 10 + the level of the power to be manifested. While this multiple ability dependency assured that psions would stick to certain disciplines over others, it went too far, and in some instances the rule felt more like a straightjacket for characters instead of a guide, as it was intended.

The *Expanded Psionics Handbook* associates a single ability score with the manifestation of psionic powers, although that ability score varies depending on character class. No more multiple ability dependency. Thus, psions now choose their powers from the psion power list without regard to any ability score other than their primary ability score. However, they can also choose powers from a select list that depends on their primary discipline. That's right—each of the six disciplines now sports a select list of powers that are available to psions who have chosen a particular discipline as their primary discipline. For instance, a psion whose primary discipline is telepathy can choose powers from the psion list and the telepathy discipline list. The psion cannot choose powers from discipline lists other than his primary discipline list. Don't worry: These lists aren't just another form of straitjacket—each select list is small, while the general psion power list contains most of the powers a psion would ever want to know.

POWER POINT SYSTEM

Every psionic rule system prior to the *Expanded Psionics Handbook* described powers that could be manifested if their cost was paid in power points. Psionic characters had power points to spend, whereas some psionic creatures freely manifested their powers.

That doesn't change in the *Expanded Psionics Handbook*. In hindsight, though, the use of a psionic power point system should provide more freedom to power point users than to spellcasters, more even than what paying a cost from a pool of power points offers. After all, if you can spend N power points to manifest a psionic power, what happens if you spend N + X power points on that same power, where N is the expected number of points to manifest the power, but X is extra?

Moreover, psionics is a system where the resiliency of power-point manifesting requires some sort of limiting factor on the number of powers known by the manifester. Traditionally, this limiting factor has been a tight control on the total number of powers the psionic character can learn.

So, a psionic character faces a two-fold problem—a limited field of knowable powers and an inability to energize additional effects from the powers he does know, even if he spends more power points.

As you have already guessed, the answer to the second dilemma also provides a solution to the first problem. The ideal solution is to offer extra effects in exchange for higher power point costs on the powers the character knows, which means his limited field of known powers goes further.

Thus was born the concept of augmentation. A similar scaling concept already exists in the d20 psionics community, although this scaling concept applies only to powers that deal damage. Augmentation is the vehicle by which additional power point payment provides added effects for all sorts of different powers.

AUGMENTATION

Many 3.5 psionic powers are augmentable—that is, every augmentable power provides specific guidance on the effect that is produced when additional power points, above and beyond its base cost, are paid to manifest the power.

Essentially, some powers provide an avenue whereby additional effects can be wrung from them. Not all powers in the *Expanded Psionics Handbook* are augmentable, because in these cases, the expected augmentable effect is so minor that it is simply not worth the cost to augment. On the other hand, some powers are supremely augmentable, and characters will want to put as many extra power points toward the cost of these powers as they are able. Yet, there are limits.

It is important to note the following sentence from the Augmentation Excerpt sidebar: "However, you can spend only a total number of points on a power equal to your manifester level." This places a cap on what would otherwise allow a player to blow her entire power point reserve on one *energy bolt.*

Sometimes, even caps can be ignored for a dearer cost than mere power points. When the situation is dire enough, a psionic character might be tempted to overchannel.

OVERCHANNEL

When a psionic character overchannels, he presses himself beyond the limits of flesh, hurting himself in order to wrench the requisite power through mental circuits not meant to bear such a strain.

Only psionic characters who take the Overchannel feat can spend more power points on a power than their manifester level.

Overchannel [Psionic]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

AUGMENTATION EXCERPT

Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power's duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

For instance, the 3rd-level power *energy bolt* costs 5 power points, but it can be augmented to deal 1d6 additional points of damage per additional power point spent. A 7th-level psion could spend up to 7 power points on energy bolt and deal 7d6 points of damage.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

PSIONIC POWER DESCRIPTIONS

None of the psionic powers introduced below are actually taken from the *Expanded Psionics Handbook.* They are unique to this article, but are compatible with the new powers soon to be introduced. You will notice that under the power level header, there is a psionic class called the wilder—you'll have to wait for the publication of the *Expanded Psionics Handbook* for more information on this completely new class.

Burrowing Bonds

Metacreativity (Creation)
Level: Shaper 4
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 7

A long, slender, malleable shaft of crystal entwines your target in its loops, piercing the target's flesh and holding the target bound. The crystalline bond deals 3d6 points of damage when it first entwines and pierces the target's flesh, and 1d6 points of damage every round thereafter, as it continues to writhe and burrow, tightening its grasp.

A target caught by the burrowing bonds may attempt purely mental actions, such as manifesting a psionic power, but the bonds' burrowing nature require that a manifester make a Concentration check (DC 20 + half the continuous damage last dealt) for each power attempted.

Cutting or damaging the bonds can free a victim. The crystal has hardness 12 and 30 hit points.

Teleportation and other forms of travel may displace the target, but the bonds remain with the target, tightening and burrowing (and dealing damage each round). The bonds are not affected by *dispel psionics,* nor *dismiss ectoplasm.*

Augment: You can augment this power in one, two, or all three of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power can affect a target one size category larger.

3. For every 2 additional power points you spend, the continuous damage (the damage dealt after the initial round of effect) increases by 1d6 points.

Crystalstorm

Metacreativity (Creation)
Level: Psion/Wilder 3
Display: Material
Manifesting Time: 1 standard action
Range: 15 ft.
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Power Resistance: No
Power Points: 5

Thousands of razor-sharp crystal shards shoot forth in a thick ray from your hand. These crystals are supernaturally sharp, and they lacerate flesh. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 3d4 points of slashing damage and causes the target to gush blood, dealing an additional 1d4 points of Constitution damage on a failed Fortitude saving throw.

Augment: For every additional 2 power points you spend, this power's damage increases by 1d4 points, plus 1d4 additional points of Constitution damage (on a failed Fortitude saving throw).

Energy Lance

Psychokinesis [see text]
Level: Psion/Wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 4 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (object); see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic energy. You release a focused lance of intense energy of the chosen type at a target, dealing 5d6 points of damage. If your primary discipline is psychokinesis, you have already selected a preferred energy type.

Cold: A lance of this energy type chills the target and stiffens its joints in addition to dealing damage, forcing the target to give up its next move action if it fails its Fortitude save.

Electricity: Manifesting a lance of this energy type jolts and disorients the target in addition to dealing damage, penalizing the target with a -2 modifier on all Wisdom-based checks and skills for 1 round if the target fails its Fortitude save.

Fire: A lance of this energy type scorches the target with pain in addition to dealing damage, penalizing the target with a -2 modifier on all attack rolls and Reflex saves for 1 round if the target fails its Fortitude save.

Sonic: A lance of this energy type deals one less point of damage per die but ignores an object's hardness (this happens automatically; no Fortitude save allowed).

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one 1d6.

Temporal Reiteration

Psychoportation
Level: Nomad 8
Display: Visual
Manifestation Time: 1 free action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 15, XP cost

Your condition reverts to what it was on your last full round of activity, minus the XP and power points used to manifest this power. This requires that you have a clear record of your hit points, power points, charges, and other pertinent condition information regarding your character.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

XP Cost: 1,000 XP.

Nodwick

by Aaron Williams
www.nodwick.com

The gods love heroes. They also love a good laugh. Think about it.

SO WE'RE GIVING OURSELVES A MAKEOVER?
NOT EXACTLY.
WE'VE BEEN LOSING JOBS TO OTHER ADVENTURING PARTIES BECAUSE WE'RE NOT EROTIC ENOUGH.
EXOTIC.
THAT, TOO.
Ye Towne of Nondescripte
NOBODY WANTS THEIR PRINCESS RESCUED BY A BUNCH OF PLAIN-JANES. SO, WE'RE ALL GOING TO SPLIT UP FOR A WEEK AND GET AS EXOTIC AS WE CAN.
ONLY A WEEK? ISN'T THAT A LITTLE--
THEN WE'LL MEET BACK HERE AND WATCH THE NOBLES LINE UP TO HIRE US!
ONE WEEK LATER...
MY, BUT YOU ARE AN ECLECTIC-LOOKING LOT! JUST THE HERO-TYPES I NEED TO RESCUE MY LANDS FROM ENCROACHING EVIL. TELL ME OF YOURSELVES.
I SPENT MANY A DAY AMONG THE DEEPEST RECESSES OF THE FORESTS. THE SECRETS OF ALL THINGS GROWING AND RASH-CAUSING ARE MINE. I ALSO KNOW HOW TO MAKE JERKY FROM ANYTHING WITH FUR.
I TRAINED FOR A TIME WITH THE FIVE FINEST SWORDSMEN IN THE REALM. THEY SHOWED ME EVERY MOVE THEY KNEW AFTER I FOUND THEM IN A TAVERN AND DUMPED A SPITTOON ON THEM.
I WENT TO THE HOLIEST SITES IN NINE KINGDOMS AND GOT A LITTLE TOO MUCH SUN SHRINE. AND I HAVE POSTCARDS FROM EVERY GOOD-ALIGNED PANTHEON TOURIST SHOP, AND I WAS GIVEN A COPY OF "ORTHODOXY, THE HOME GAME."
ORTHODOXY
AND WHAT OF YOUR FINAL MEMBER? SURELY HIS IS A TALE WORTH HEARING.
YEA, VERILY. I HATH BEEN ALL OVER THE LANDS, FINDING WIZARDS LOST IN FORESTS, BAILING WARRIORS OUT OF PRISON, AND HELPING CLERGY LUG HOME A CATHEDRAL-LOAD OF GARDEN STATUARY.
THEN LO, I WAS DRESSED IN RAIMENTS MOST MORONIC.
IGNORE HIM. HE'S JUST JEALOUS OF HOW EROTIC THE REST OF US ARE.

The Play's the Thing

RUNNING A NON-ICONIC PARTY, PART 1
FIGHTERS AND ROGUES

by Michael Mearls

The system behind the D&D game is built on a number of assumptions, one of the most important of which is the idea that a party of adventurers includes a certain mix of skills, combat abilities, and spellcasting proficiency. A monster receives its challenge rating based on comparing it to a generic party made up of a fighter, rogue, cleric, and wizard. Many spells and class abilities are useful only if used in conjunction with another set of talents. A rogue's sneak attack works best when he teams up with a fighter, while spells such as *bull's strength* are best used on tough warriors who excel in melee. In other cases, certain classes mask others' weaknesses. Fighters and paladins can wear heavy armor, allowing them to absorb attacks that could easily hit a sorcerer or wizard.

If a party lacks any of these four basic ingredients, the campaign can suffer for it. Some encounters become harder or almost impossible without the right abilities on hand to deal with them. On the other hand, forcing someone to play a class they don't want to use makes the game fun at one person's expense. This article presents advice for running adventures for parties that lack one of the four basic character class types, with this installment covering combat characters (fighters, barbarians, and paladins) and stealthy classes (rogues, bards, and rangers). Next month, arcane and divine spellcasting classes receive a similar treatment.

COMBAT CLASSES: FIGHTER, PALADIN, AND BARBARIAN

These three classes provide relatively high ACs, plenty of hit points, and the best melee skills in the game. These characters usually stand at the forefront of any encounter, soaking up plenty of attacks and dealing out damage on a consistent basis. Best of all, their attacks remain just as powerful throughout an adventure, whereas spellcasters eventually run out of spells, and rogues rely on other characters to help them make the most of their strikes.

Player Advice

If your group lacks fighters or similar characters, you face two problems. First and foremost, the monsters you face will have the opportunity to attack characters who lack the hit points and AC to survive. Fighters can intercept monsters and hold off the enemy long enough for the rest of the party to take it down. Second, your group will go through spells and consumable items at a much faster rate. Without a fighter to deal out damage, your party needs to use a lot more spells, missile weapons, and other attacks. There are several methods you can use to solve this problem.

Focus on keeping the enemy at bay. After all, that which cannot reach you can't tear into you with its claw and bite attacks. Use the terrain to your advantage. Without a fighter, chances are your party relies on spells and ranged attacks to take out opponents. Find elevated spots where you can rain fire down upon a foe while remaining out of his reach. Rocks, rubble, and walls can prevent a creature from charging and force it to waste precious rounds using a circuitous route to reach you. Any spell or magic item that erects a physical barrier or blocks line of sight can buy you the time needed to evade an attack or find cover. At low levels, spells like *grease, obscuring mist, animate rope, fog cloud, web, darkness,* and *stinking cloud* hamper your opponents' movement or grant you concealment against their attacks. In the latter case, spells like magic missile and anything with an area of effect shine. While your foes suffer a chance that their attacks miss, you can blast them into submission.

At higher levels, the various *wall* spells can serve to block off a creature's advance or trap it in place. These spells restrict your movement just as much as they hamper your opponents' options, but in some cases that's a fair trade. You can trap a monster for a few rounds while you prepare other spells to improve your defenses. These spells also buy you time if you need to flee an overpowering encounter. If you face several monsters, a wall can cut their effective numbers in half. With a few creatures trapped behind a barrier, you can

turn a tough encounter into an easy one. Once you've defeated the opponents who remain free, you can turn your attention to the trapped ones.

If you lack a fighter, the right combination of spells can allow you to turn a rogue or cleric into one for short periods of time. *Righteous might, divine power, stoneskin, blur, bull's strength,* and similar spells improve a character's combat ability. Stock up on potions or scrolls of these spells, and use the party's rogue or divination spells to scout ahead, allowing you to prepare for encounters ahead of time. If your cleric expects to wade into combat, stock up on potions in case she goes down and needs healing.

Summoning spells become much more important when you lack a fighter. The creatures you call can soak up damage and hold off opponents. Focus on creatures with good defensive abilities, as *summon monster* produces creatures that usually have poor attacks and damage compared to the foes you can expect to face. Creatures with DR are doubly good, since even a lucky hit might not take one out.

The Leadership feat can provide you with a useful fighter cohort. Even though your follower would be a few levels behind you, you can make him an effective fighter by giving him magic weapons and armor. Fighters tend to gain power in small but steady chunks, and of all the classes, they rely the most on their magic items to enhance their attacks and AC. Thus, a fighter who is a few levels behind the rest of the party can be just as good as a PC fighter if you equip him well. Focus on giving him good armor so he can absorb a lot of attacks.

DM Advice

When designing encounters for parties that lack fighters, avoid monsters with lots of hit points and reach. These creatures are the bane of spellcasters and rogues, since they can absorb plenty of spells without going down. Try to avoid creatures with high ACs, since a party that lacks a fighter might not be able to hit them even with relatively high die rolls. As a rule of thumb, if a creature's hit points are more than 10 times its CR, it might be too physically tough for the party to handle except as a major encounter. The party can use spells that kill a single opponent on a failed save, but aside from that, they might lack the punch to take down big monsters without draining all their spell slots. Instead, look to creatures that have plenty of magical attacks and spell resistance. These monsters have a defense against the party's spellcasters, giving the rogue a vital role to play, but they are not so physically powerful that the party cannot hope to wear them down.

When choosing monsters that focus on melee attacks, opt for using weaker creatures in larger numbers rather than a single tough opponent. The party's spellcasters can destroy a lone monster with one spell if it fails a save, particularly at higher levels. On the other hand, weaker monsters force the spellcasters to hold their single target spells in reserve. Area of effect spells might destroy some of the monsters, but if they remain spread out, the characters cannot simply annihilate them in a single round. When these creatures attack the PCs, their relatively weaker base attack bonuses and damage make them a tough, but not overpowering, match for the party.

STEALTHY CLASSES: ROGUE, MONK, BARD, AND RANGER

Rogues, monks, bards, and rangers excel at sneaking ahead to uncover threats before they pose a risk. Their many skill ranks allow them to invest in Spot, Listen, and Search, making them ideally suited to spotting ambushes before they occur. While other characters might be paralyzed with surprise, these characters act.

Like fighters, these classes tend to do a lot of the dirty work that doesn't net them much glory. None of them excel at combat, and they lack the flashy spells that a wizard or sorcerer can cast. They are at their best when they support other characters' efforts. Losing their talents might not cause any obvious problems, but over time it can lead to several complications.

Tools such as heavy weights, a portable ram, or the ever-useful 10-ft. pole can trigger a trap.

Player Advice

Handling traps without a rogue or a character with a good Search skill is a matter of good planning and thorough preparation. The spell *find traps* can turn a cleric into a rogue for a while, but most clerics have too few skill points to devote any to Search and Disable Device. Tools such as heavy weights, a portable ram, or the ever-useful 10-ft. pole can trigger a trap without exposing you to danger. Use the pole to tap the floor ahead of you in a dungeon or to poke at dark niches and other places that could hold nasty surprises. The party's fighter can toss a small, heavy block of stone or metal onto any suspected triggers, allowing you to harmlessly activate many traps.

These measures prove fruitless if you don't know when or where to look for traps. Any character with a high Intelligence, such as a wizard, should invest a few ranks in Search. Even as a cross-class skill, it can prove useful if you can take 20 while seeking out a simple trap. With a high Intelligence bonus, you can compensate for the skill's cross-class status. By the same token, Open Locks and Disable Device are useful skills for all classes. A few ranks in Open Locks allow you to take 20 and pick most of the locks you are apt to find in the course of an adventure. With a few scrolls of *knock* on hand to take care of the difficult barriers you encounter, you can overcome most doorways you encounter.

A portable ram is a must-have when dealing with locked chests and doors. Slamming a log into a doorway might not be the subtlest way to travel through a dungeon, but a splintered door is easy to walk through no

matter what kind of lock it features. This tactic allows you to save spells and scrolls for important situations where the ram proves too unwieldy.

Information is much harder to come by without scouts on hand to sneak ahead of the party. The divine and arcane casters in your party should scribe scrolls or prepare spells such as *clairvoyance/clairaudience, arcane eye,* and *scrying* to gather information on villains or peer ahead to the threats that loom around the next corner. With these spells, you can spot ambushes and other threats before you stumble into them.

Magic items can duplicate many of the abilities that stealthy characters possess. *Cloaks* and *boots of elvenkind* transform even the clumsiest character into a capable scout, especially those who rely on light armor such as barbarians. *Chimes of opening* can overcome even the stoutest lock or barrier. Best of all, any character can use them and they are relatively cheap.

The Leadership feat can produce a rogue cohort for the party, but since this NPC will be a few levels behind the party she might not prove too useful. As you gain levels, the DCs of the hazards you face might be too high for the cohort to handle. On the other hand, a bard cohort can talk her way past many of the social situations you encounter and her music abilities boost the party regardless of her level.

DM Advice

When designing adventures for parties that lack a rogue or scout, you should take care to account for the PCs' skills and abilities when setting the DCs for Open Lock, Search, and other skill checks. If you set them too high, the party can never hope to defeat the obstacles you set before them. Ideally, the characters can overcome such obstacles by taking 20. By using that guideline as your rule of thumb, you can ensure that the PCs can defeat an obstacle when they have the time to patiently work on it. During an encounter or a similar situation when time is of the essence, they need to get lucky.

Traps become very deadly, since the party cannot find them without the aid of a *find traps* spell. Remind the players that they can buy wands and potions that duplicate it. Focus on magic traps, as the party's spellcasters can dispel them. You can also create traps that allow the characters to use other skills to disarm them. For example, a trap created by an evil cleric might be dispelled with a turning check that would work against a 10 HD undead monster. By channeling holy energy into the trap, the cleric destroys the fell magic behind it. Puzzles and riddles give wizards a chance to shine if you allow them to make Knowledge checks to determine the answer. Such obstacles also give the players a challenge they can work on regardless of their characters' abilities. By the same token, cut down on the use of locks to prevent them from bringing an adventure to a halt. If every door in a dungeon is locked, the characters must spend a lot of time bashing them down or taking 20 on their skill checks. Perhaps some of the locks have elaborate mechanisms that a wizard can activate with a successful Intelligence check. You can also design puzzles that the players can solve in order to open a door.

Without a bard or a rogue skilled in Bluff, Diplomacy, and Gather Information, the party might have a lot of trouble handling social situations. In this case, emphasize roleplaying and acting in character to resolve these situations. If the players roleplay their characters appropriately and are persuasive, give them bonuses to their skill checks to reflect that. For example, if the dwarf king holds an object the PCs want give the characters a bonus to their Diplomacy check if they offer him a payment in rare metals or ancient dwarven artifacts they recovered from an orc chieftain's treasure trove. Give the PCs a chance to negotiate without the use of skill checks. Saying the right thing or making a good offer counts as succeeding in the appropriate skill. If the players roleplay the entire negotiation or scene, allow them to take 20 on their skill checks. If they roleplay only part of it or alternate between speaking in and out of character, allow them to take 10.

NEGOTIATION SKILL BONUSES

Character Actions	Bonus
Makes good points, plays on NPC's general goals or feelings.	+1 to +2
Speaks well, offers an NPC something he wants.	+3 to +4
Stirring oration, utterly convincing, and utilizes the NPC's deepest goals.	+5 to +6

PRESTIGE CLASSES FOR SPELLCASTERS

The following prestige classes make spellcasters better combatants, or give them the stealth of rogues. A couple excel at combat-oriented spellcasting, such as summoning spells.

Complete Warrior
Bladesinger
Rage mage

Dungeon Master's Guide
Arcane trickster
Dragon disciple
Eldritch knight

Faiths and Pantheons
Auspican
Sword dancer

Magic of Faerun
War wizard of Cormyr

Masters of the Wild
Geomancer
Oozemaster

Tome and Blood
Elemental savant
Spellsword

Dungeoncraft

DESIGNING WILDERNESS ADVENTURES
INTO THE WILD

by Monte Cook

Dungeons & Dragon's roots lie in dungeon adventuring, of that there can be no question. So, twenty or twenty five years ago, it was a groundbreaking statement to say, "You can have adventures outside the dungeon as well!" Today, it seems a little less innovative. Nevertheless, most published adventures deal with dungeons. Even the *Dungeon Master's Guide* spends more time dealing with dungeon adventures than other kinds. Why is that?

Because it's harder to run adventures out of the dungeon. The environment is less controlled, and thus, it's more difficult to know what choices the players will make and where they will go.

Defining the Wilderness Adventure

"Wilderness adventure" is as inaccurate a term as "dungeon adventure." While a "dungeon" can be a cave system, a sewer, the interior of a castle, a trap-filled tomb, or a literal dungeon, "wilderness" can refer to almost any outdoor setting. Even while hunting in the king's woods at the edge of the city or on a busy road, the group can have a "wilderness adventure." Of course, some adventures takes place in the actual wilderness.

Is every trip from one place to another a wilderness adventure? No, but it could be. Sometimes, the PCs just travel from the old ruins back to town, from one city to another, or into the forest to find the wise old man. The key is that the players never know the difference when they set out. You can work in a little tension and mystery by describing the countryside the PCs pass through and the things that they see, even if you do not intend to spring any encounters on them. They don't know that and will get prepared for anything. This makes them feel all the smarter when, perhaps the next time, the basilisk pops out of the underbrush looking for a meal, or the old woman approaches them looking for help against the bandits that chased her from her home. If you simply say, "It takes you three days to get to Breezeport," there is no such tension, and when you do start describing time in the wilderness, the players will always know that something's about to happen.

You should avoid giving such metagame clues to the players when you can. Sometimes, it's alright to simply say, "After a long journey, you arrive." These times are when the players are already not expecting anything to happen (perhaps it's a trip they've made a dozen times before), and it's important for the pacing of the campaign to just get on with what's going on. However, if the PCs head out into the unknown, this is a time that deserves some of that tension mentioned earlier. Smart characters expect trouble in a region that they've never explored.

There are two different types of wilderness adventures: adventures that take place while the PCs travel from one place to another and adventures centered around the wilderness itself—exploring new areas, rooting the orcs out of the forest, helping to keep the dam from bursting, and so on. In other words: adventures that the players (and PCs) are not expecting and those that they are.

ON THE ROAD

Dungeons are dangerous places. Everyone knows that. Only brave or foolhardy adventurers go there. You expect to have an adventure if you go to a haunted castle or a trap-filled ruin. Yet the wilderness is a place where everyone goes. When merchants and pilgrims travel, they're not expecting an adventure. Thus, when the players use the same roads, they won't expect an adventure either.

"On the road" adventures are often only a part of a larger plot or breaks from the standard adventure. They are only rarely complete scenarios in and of themselves (in that they usually have little plot other than the PCs must get from point A to point B). They do, however, have clearly defined beginnings and endings, and so as the adventure designer, you can seize on that facet and make it a part of the adventure. The goal of the PCs, clearly, is to get to wherever they're going. The obsta-

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cles you place in front of them, then, are challenges to be overcome while reaching those goals. These challenges can be weather, terrain, or foes in the form of monsters or other enemies.

When planning a travel adventure, ask yourself if the PCs are taking a path created by others, or are they truly blazing a new trail? People seek out the easiest, safest way to get from one place to another, and then all that follow use the same trail. Even the thickest forest, filled with dangerous beasts, might have a well-known path that winds its way through the confines of the woods.

The question is significant because paths or trails won't take the PCs right by a monster's lair, unless the monster moved in after the trail was established. It won't take the PCs to cliffs that they cannot pass or rivers they cannot ford. These are aspects of adventure to be saved for when the characters head out into the true wilderness.

A road can be a near invisible path accessible only to someone with a map or a guide, a rough trail marked with signs (sometimes the signs require special training to notice), an actual cleared path easily followed, or a smoothed or even paved road that actually makes the journey easier. Where there are roads, by definition, there are people—unless the road is ancient and never used—both people traveling on the road and people living along the road. Villages and towns spring up along major roads, particularly on crossroads (rather than the other way around). Sometimes, though, a lone traveler's inn or a small merchant's shop stands alone on a road, waiting for customers to come by.

On the road, the encounters the PCs have will often be of a civilized nature: travelers going the other way, travelers going the same way, people who service the road or the travelers on the road, or people who prey upon travelers on the road. The better condition the road, the better traveled the road, the more likely this is true. Such encounters can almost be treated as urban encounters. The PCs will come upon peddlers, beggars, disinterested individuals, soldiers, people with a secret, people with a goal, thieves, conmen, friendly innkeepers, the rich, the poor, and anyone else you can think of. "You meet a traveler on the road" is almost as classic a beginning to an adventure as, "You meet a stranger in a tavern."

In dangerous areas, travelers band together. Soldiers patrol the pathways in large numbers. People a traveler might encounter are suspicious and wary. In safer areas, people are more at ease and friendly. A lone traveler is more likely in a safe area than in a dangerous one.

Of course, since it is a fantasy milieu, its possible to confront monsters and have "uncivilized" encounters. A pack of wyverns might look at a road as a convenient hunting ground. A band of orcs might find the cleared path as useful as the humans who made it. You never know what random encounter you might have on the road.

RANDOM ENCOUNTERS

Some people hate random encounters. They say they do nothing but waste time and detract from the flow of the story or plot of the adventure. Others enjoy them, not only for the fun involved in the encounter itself but because encountering something wandering about the wilderness while you are doing the same feels realistic.

No matter where you fall in this debate, there is one thing to keep in mind: Random encounters help control the pace of the adventure. Travel all by itself can often be either slow and dull or completely glossed over. An encounter of some kind, whether it be with a hostile pack of dire wolves, a paladin on a quest, or just a simple thunderstorm, can make things much more interesting. Too many encounters on the road can become cumbersome, and—particularly if they are all hostile—destroy suspension of disbelief. If every time the PCs go somewhere, a dragon, a horde of goblins, or a manticore attacks once or twice a day, the players will question how the common folk ever make it from one village to the next without being eaten.

Of course, the compromise is the non-random random encounter. You can simply pick an encounter appropriate for the area, with a suitable Encounter Level, and use it when you feel it is necessary, rather than rolling on a table to see if it happens and what you get.

CHALLENGE RATINGS AND OUTDOOR ENCOUNTERS

It's been said before, but it's worth saying again. Challenge Ratings are just a guideline, and only you, the DM, can really judge how they should work for your group. If you have a large group of PCs, or a particularly powerful, experienced, well-equipped, or crafty group, you might find that creatures are 1 or 2 levels below the CR level needed to properly challenge them. Likewise, a smaller, inexperienced, or ill-equipped group might find creatures with a CR equal to their level to be too difficult.

In a wilderness adventure, there's usually more opportunities to flee from a dangerous or difficult encounter, whatever "difficult" means for your group. Encounters are usually fewer and farther between in the wilderness than in a dungeon. Thus, when running a wilderness adventure, a DM can feel free to toss in slightly harder encounters. If a dragon swoops down from the skies on the unwary PCs, they can flee into the woods, scatter into the tall grass, or run into a nearby cave if the fight proves to be too much for them. The dragon, on the other hand, has plausible motive to let them go. Surely easier prey lies elsewhere for the beast.

In fact, this aspect of outdoor adventures makes it a prime "testing ground" to see just how much your players' characters can take. Since they can run away, and since any combat encounter you toss their way is likely to be the only one they will have that day (and so they won't hesitate to use all their firepower), its an opportunity to use an opponent you might normally worry is too challenging.

NARRATING AND STOPPING FOR THE NIGHT

More so than in a dungeon or urban adventure, the DM has greater reign to narrate events. It's perfectly acceptable to state "On the third day of the trip, you stop by a river to refresh your water supply when suddenly . . ." or "you find a nice cave to get out of the rain and wind for a while but much to your surprise . . ." or other such direction. Normally, this kind of DMing is considered heavy handed. In this case, you are simply describing events that might normally get glossed over. You don't want, for example, to actually talk through every stop along the road to rest or eat. You have to assume that the characters are doing such things, though, and you can use them for hooks.

Pause play when the PCs would stop in a dangerous area. Ask the players what the characters want to do. Do they rough it in a campsite near the road? Do they stop at a roadside inn or push on until they reach the next village? In fantasy stories—as well as in real history—it isn't uncommon for travelers to stop at the homes of people near the road and ask for lodging (usually paying them a bit for their trouble). It is also common for monasteries, priories, and other religious centers to take in travelers. Usually, a person on the road can count on such places to be safe. Any and all of these make wonderful adventure beginnings or interesting encounters. Everyone has a tale to tell, whether it be the mysterious stranger in the roadside tavern or the farming widow who takes in travelers.

If the PCs camp out on their own, it's likely that they'll make a fire to keep warm and cook their food, as well as provide some light. The fire and the light might draw danger to the PCs, or it might drive some away—many normal animals won't approach a fire, for example. Encounters at night, while the group rests make the best logical sense. This is partly because many of the nasty creatures in the game are nocturnal but mostly just because the group remaining stationary for eight hours or so simply makes encounters more likely.

Making camp is also a good opportunity to ask for Survival checks—the result can determine how close the PCs are to food and water, and how safe they are from potential predators. A good Survival check made while establishing a campsite might mean that the DM doesn't even bother to check for random encounters that night.

EVERYONE TALKS ABOUT THE WEATHER

Weather, of course, is the most obvious and straightforward "random encounter." Don't overlook the hardships caused by rain, wind, or snow. A dirt road is a wonderful thing and makes travel much easier. A muddy road can be a nightmare to use, with boots, wagon wheels, and horse hooves sinking deep into a slippery quagmire. Weather can become a real obstacle if speed is important. Rain and wind can make a trip take twice or even three times as long, and snow can stop a traveler in his tracks, forcing him to wait until the snow melts to get through an area and delaying a trip by days, weeks, or even months.

The combination of bad weather and difficult terrain dramatically increases the hazards they present. A mountain pass might be cleared of challenging climbs, rockfalls, or other mountain threats, but a mountain pass filled with snow can become impassible. A path that runs along the edge of a cliff becomes a deathtrap in icy weather. Rain can bring flash floods to lowlands and make riverbanks swell so that an easy ford becomes a real barrier. Ice, flooding or even extremely powerful windstorms can destroy bridges. Lightning in a dry forest can create a forest fire that is both a barrier and a danger.

Use weather liberally in your campaign as an "encounter." Describe the misery of trudging through a sleetstorm or through the mud in a cold rain with strong winds—no damage is inflicted, no dice are rolled, but it adds emotion to the game nonetheless. All your players know what it's like to be cold and wet, or hot and thirsty, and your description of such can help them identify with their characters. At other times, the weather can become a real foe. Use the rules in the *Dungeon Master's Guide* for wind, heat, cold, and so on. The right combination of weather and terrain can give your players a healthy respect for environmental effects and make them realize that the outdoors doesn't need monsters or bandits to make it dangerous.

TRAVEL MAGIC

Of course, so many of the dangers and obstacles mentioned here can be circumvented with the use of magic. Once the PCs gain access to *teleport*, for example, don't expect to have too many more "on the road" types of adventures. They won't walk or ride if they can move instantaneously.

Beyond that, *fly*, *overland flight*, *wind walk*, *flying carpets* and other magic allow the PCs to fly right over the raging headwaters of a river with no bridge, the gnoll bandits waiting in ambush, and even the mountains. If this is the case, remember three things:

- First, dangerous encounters don't always happen on the ground. Flying PCs draw more attention than those on the ground, and plenty of predators can fly as well.
- Second, it's easy to entice characters in the air to land with something interesting on the ground—a traveler in need, some possible treasure, the sighting of an enemy, or just a welcome looking inn. And of course, every spell's got to end, and everyone's got to eat, sleep, and go to the bathroom.
- Lastly, PCs shouldn't be punished for using their capabilities in smart ways. If they use spells to get somewhere safer and faster, they should often get where they are going safer and faster.

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Sage Advice

STEEL, SHIELDS, AND SPIRITS
OFFICIAL ANSWERS

by Skip Williams

This month, the Sage continues his advice about equipment and related topics from the D&D game, including a long look at the tower shield. All page references are for the 3.5 core rulebooks. You can email the Sage with your questions at **sageadvice@paizo.com**.

Is sunder a special standard action or is it a melee attack variant? It has its own entry on the actions table, but the text describing it refers to it as a melee attack. Is sunder a melee attack only in the sense of hitting something with a melee weapon, or is sunder a true melee attack?

Sunder is a special kind of melee attack. If it were a special standard action, its description would say so (as the descriptive text for the Manyshot feat says; see the discussion of Manyshot in issue #314).

If you make a full attack, and you have multiple attacks from a high base attack bonus, you can sunder more than once, or attack and sunder, or some other combination of attacking and sundering.

Sunder does indeed get its own entry in Table 8–2: Actions in Combat in the *Player's Handbook*. It needs one because unlike a regular melee attack, sunder provokes an attack of opportunity (although not if you have the Improved Sunder feat).

You can also disarm, grapple, or trip as a melee attack (or attack of opportunity).

The *Dungeon Master's Guide* says that only a magic weapon with the same or higher enhancement bonus can sunder another magic weapon or a magic shield, but the text for the sunder attack in the Player's Handbook doesn't mention this. Also, the *Dungeon Master's Guide* says a magic item gets one extra point of hardness and one extra hit point per +1 of enhancement bonus. The *Player's Handbook*, however, says it gets +2 hardness and +10 hit points per +1 of enhancement bonus. Which is correct? Finally, what happens when a weapon or shield has a special quality that increases the item's price as an additional enhancement bonus? Does the item gain hardness and hit points for that extra enhancement bonus? What about magic items that don't have enhancement bonuses? Do they get any extra hardness or hit points? When a special material gives a nonmagical enhancement bonus, such as adamantine, does the item gain any extra hardness or hit points from that bonus?

You can sunder a magic item with any kind of weapon; you don't need something with an equal or higher enhancement bonus. Text to the contrary (found on page 222 of the *Dungeon Master's Guide*) is erroneous. A magic item gains +2 hardness and +10 hit points per point of enhancement bonus, as noted in the *Player's Handbook* (see page 165). Both of these corrections are noted in the *Dungeon Master's Guide* errata file.

A magic item gains extra hardness and hit points only for the enhancement bonus that it actually has, not for the effective enhancement bonus used to calculate its price. For example, a *+1 flaming burst longsword* costs as much as a *+3 longsword*. A *+1 flaming burst longsword* has hardness 12 and 15 hit points whereas a *+3 longsword* has hardness 16 and 35 hit points.

Magic items that have no enhancement bonuses—which is just about everything except weapons, shields, and armor—have no extra hardness or hit points. For example, a paper scroll has a hardness of 0 and 1 hit point, no matter how many spells it contains.

Adamantine itself doesn't provide a nonmagical enhancement bonus; an adamantine item is always a masterwork item, so an adamantine weapon gives you a +1 enhancement bonus on attack rolls. Masterwork items don't have any extra hardness or hit points.

What happens when you make a shield from adamantine or mithral? The adamantine description

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says you can make a shield from the metal, but there's no cost given. What is the price for an adamantine shield? What benefits do you get from an adamantine shield? Do you get damage reduction? If so, how much? What if you have an adamantine shield and adamantine armor? Does the damage reduction stack? When you make a shield from mithral, what benefits do you get? If you had a mithral heavy shield, would it have the properties of a light metal shield (a light shield's weight lets you carry other items in that hand, although you cannot use weapons with it)? What would the damage rating be for a shield bash with a heavy mithral shield? Also, the mithral heavy shield listed on page 220 in the *Dungeon Master's Guide* weighs 5 pounds, less than half what a heavy steel shield weighs. The text for mithral on page 284 says a mithral item weighs half what a normal item weighs. Which one is correct?

An adamantine shield costs an extra 5,000 gp (the same as the extra cost for adamantine light armor). Adamantine armor gives you some damage reduction (how much depends on the kind of armor; see page 283 in the *Dungeon Master's Guide*) but an adamantine shield does not. An adamantine shield is always a masterwork shield, so it's armor check penalty is reduced by 1 (-0 for a buckler or light shield, -1 for a heavy shield). An adamantine shield also has a hardness of 20 and one third more hit points than normal (6 for a buckler, 13 for a light shield, and 26 for a heavy shield).

The basic properties of a mithral shield remain unchanged. For example, a mithral heavy shield is still a heavy shield. If you're Medium and you shield bash with a heavy mithral shield, you deal 1d4 points of damage (or 1d6 if the shield has a shield spike). You can't use your shield hand for anything else when you're using a heavy mithral shield. Any mithral item is masterwork, so a mithral shield has a lower armor check penalty, as noted above for adamantine shields. Any mithral item has a hardness of 15, but it has no extra hit points.

In general, mithral items weigh half what their normal counterparts weigh. When you find a specific listing for a mithral shield or armor, however, use the weight listed for it, not what the formula gives you. A mithral chain shirt, for example, weighs only 10 pounds (see the *Dungeon Master's Guide*, page 220), not 12 1/2 pounds (half the normal weight of 25 pounds).

Are weapons made from cold iron resistant to spells that provide an enhancement bonus or a special ability, such as *magic weapon* or *align weapon?*

In a word, no. You have to pay extra to make cold iron magic items, but temporary effects such as the spells you name have their normal effects when used on cold iron items.

Total cover prevents any attack against you. You can use a tower shield to get total cover if you give up all your attacks. What does "give up all your attacks" mean? Can you move while getting total cover from the shield? Can you cast a spell? Also, do you get total cover from all directions or from just one side of your square? Will the total cover from a tower shield negate spell effects? Will it negate attacks of opportunity from movement or from other actions such as spellcasting? Will it prevent charge attacks against you? What about bull rush attacks? Can it prevent grapple attacks or snatch attacks? Will it stop fear effects, gaze attacks, or clouds of poison gas? Will it defeat traps?

To claim total cover from a tower shield, you must use a standard action.

To claim total cover from a tower shield, you must use a standard action. The tower shield rules don't say that, but that's what they mean. Since you can only take one standard action each round, you cannot also attack, cast a spell, activate a magic item (except for some use-activated items), use a special ability, use total defense, or start or complete a full-round action during the same round you claim total cover from the shield. You can, however, take a move action before or after you claim cover from the shield.

Like other kinds of cover, the shield has to have a location relative to you on the battlefield. When you use the shield for cover, choose one edge of your space (not a corner). You have total cover against any attack's line of effect that passes through that side of your space. If an attack's line of effect goes through the corner of the side of your space that the shield blocks, you get cover from the shield (+4 AC, +2 on Reflex saves) instead of total cover. If an attack's line of effect passes through a side of your space that the shield does not block, you get no cover from the shield at all. To determine where the line of effect enters your space, draw a line from the attacker's center to your center. Or, in the case of a magical effect, from the effect's point of origin and your center.

Once you claim cover from the shield, the shield keeps blocking the side of your space that you chose until the beginning of your next turn, when

DRAGON® AD INDEX

PRODUCT	PAGE
BC Products	
Tact-Tiles	57
Dancing Dragon	
Dragon Gifts and Collectibles	103
Do or Dice	
Do or Dice	75
Dork Storm Press	
Nodwick/Dork Tower	21
Fantasy Flight Games	
Horizon	105
GAMA	
Origins	107
Green Ronin	
Races of Renown	9
Hit Point	
Out-of-Print Games	103
Iron Wind Metals	
Miniatures	95
LucasArts	
Wraith Unleashed	7
Mongoose Publishing	
Mongoose Publishing	43
Mongoose Publishing	79
Nintendo	
Final Fantasy: Crystal Chronicles	108
Noble Night Games	
Out-of-Print Games	103
Reaper Miniatures	
Miniatures	2-3
RPG Resources	
D20stuff.com	103

you can again decide whether you'll use the shield for cover. Once you choose the side of your space that the shield blocks, you cannot change it until your next turn.

You continue to threaten the area around you while you use the shield for cover; however, it provides your opponents with the same benefits you get. You cannot make attacks through the side of your space that the shield blocks, and should you attack through the corners of that space, your foe gets cover against your attack. Since cover of any kind prevents attacks of opportunity (see page 151 in the *Player's Handbook*), the shield keeps you from making attacks of opportunity in a pretty wide swath.

Total cover or cover from a tower shield has the following effects in different situations:

• Magical Attacks: A tower shield's effects on magical attacks depend on the kind of magical attack. Any attack aimed at your equipment is aimed at you. If a magical attack has you as a specific target (that is, it does not merely affect the area that contains you but is aimed right at you), the shield has no effect. All rays fall into this category, as does any spell that has a Target entry in its header and any spell that has an Effect entry and affects creatures (provided, of course, that the attacker can and does choose the shield user as a target). Magical attacks that fill areas (bursts, cones, cylinders, emanations, lines, and spreads) are subject to all the rules for cover on page 151 of the *Player's Handbook*. Such attacks are completely blocked if line of effect between you and the attack's point of origin passes through the side of your space the shield blocks. You get cover (+4 AC, +2 on Reflex saves) if the magical attack's line of effect passes through the corner of the blocked side. Spread effects reach around the shield if they normally would extend into your space, but you still get a Reflex save bonus for cover when they do.

A gaze attack is blocked if the shield would give you total cover against attacks from the creature with the gaze attack. If the shield only gives you cover, you're still subject to the gaze attack (although you could avert or close your eyes to avoid the attack).

• Attacks of Opportunity: As noted earlier, cover or total cover prevents attacks of opportunity. So you could, for example, hunker down behind a tower shield and pick up a weapon or rummage around in a backpack and avoid attacks of opportunity against you.

If you're moving while using the shield for cover, things get a little more complicated. You must determine whether the shield gives you cover (or total cover) at the point during your movement when you'd normally provoke an attack of opportunity. Remember that attacks of opportunity are usually resolved before the actions that provoke them. In many cases, the shield won't be positioned correctly to protect you during your whole move.

• Charging and Bull Rushing: Opponents can charge you while you claim cover from the shield. An opponent moves as normal when charging you, moving to the closest

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square from which a melee attack normally would be possible. If the shield gives you total cover from the attack, the attack automatically fails.

Foes can bull rush you normally, moving right into your space in spite of the shield. You normally get an attack of opportunity against someone entering your space, but not if the shield gives your foe cover or total cover.

• Grapple and Snatch Attacks: Total cover from a tower shield blocks such attacks (the foe just can't get hold of you). The foe could grab the shield. Conduct such attacks just like any other grapple or snatch attack. Your foe can't damage you unless he pins you first. You can escape the foe's hold simply by dropping the shield (a standard action since its strapped to your arm), so long as the foe has not pinned you.

• Traps: Cover or total cover from a tower shield is just as effective against a trap as it is against any other attack.

A foe can grab the shield. Conduct such attacks just like any other grapple or snatch attack.

Can one use a tower shield while mounted?

There's nothing in the tower shield description that implies you can't use it while mounted. If you claim cover from the shield, your mount gets no benefit.

If you don't have the Tower Shield Proficiency feat, you suffer the shield armor check penalty (-10) to all your attack rolls. The tower shield description, however, says anyone using the shield as a normal shield has a -2 penalty to attack rolls. If you're not proficient with the shield, do you get the -10 penalty instead of the -2?

Penalties in the D&D game stack. Whenever you use a tower shield, you suffer a -2 to attack rolls. If you aren't proficient with the shield, you suffer the armor check penalty (-10) as well, for a total penalty of -12.

The descriptions of ghost touch weapons on pages 224 and 225 of the *Dungeon Master's Guide* says that a ghost touch weapon functions as either a corporeal or an incorporeal object, whichever is more beneficial to the wielder at the time. Does that mean that ghost touch weapons also ignore armor and natural armor bonuses to their target's AC in the hands of corporeal creatures?

No, it does not. Ghost touch weapons allow corporeal wielders to strike incorporeal targets (and manifested ghosts) with no miss chance. They also allow manifested ghosts to make normal attacks (not incorporeal touch attacks) against targets on the Material Plane. An incorporeal creature or manifested ghost can also pick up and move a ghost touch weapon and can carry it along when the creature moves through a solid object. It is the latter property that's being described in the text you're quoting.

Ghost touch armor is supposed to protect you from attacks by incorporeal foes, but all the these creatures have incorporeal touch attacks, and touch attacks ignore armor, so ghost touch armor is really worthless, right?

Wrong. Incorporeal touch attacks and touch attacks aren't the same thing. If they were, they would not have different names.

An incorporeal touch attack actually resembles a slam attack (battering the foe with a fist or other appendage), except that it passes through physical armor or shields. The term incorporeal touch attack simply serves as a reminder that most armor bonuses aren't effective against these attacks.

Armor and shield bonuses from force effects, such as the *mage armor* spell, *shield* spell, and *bracers of armor* are effective against incorporeal touch attacks, as is ghost touch armor or a ghost touch shield.

Like a ghost touch weapon, an incorporeal creature or manifested ghost can wear ghost touch armor and get an Armor Class benefit from it. Such a creature also can pass through solid objects while wearing ghost touch armor.

What happens when a personal, permanent spell effect is dispelled? For example, a wizard uses the *permanency* spell and pays 1,000 xp to make a *darkvision* spell permanent on herself. If an enemy spellcaster successfully dispels the *darkvision* spell, does the *darkvision* effect return after 1d4 rounds, as it would if the wizard were using a magic item?

No, when a permanent spell is dispelled, the effect is gone. If the wizard in your example wants another permanent *darkvision* effect, she has to cast *darkvision* and *permanency* again and spend another 1,000 xp.